

# Game design and free to play

TC5 : Game design documentation and prototyping

Mickaël Martin Nevot

V1.0.0



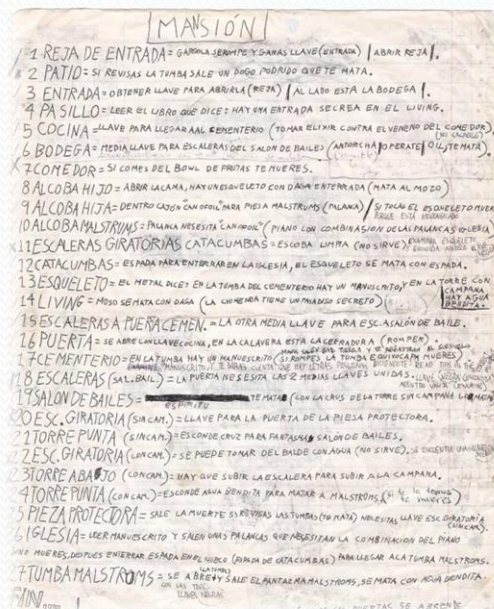
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# Game design and free to play

- I. Presentation
- II. Mkg
- III. Concept
- IV. Gameplay
- V. L&F/LD
- VI. Doc./proto.
- VII. Ludi.

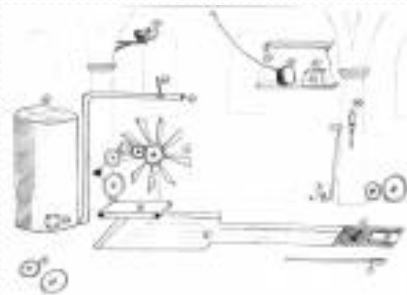
# Game design documentation

- Paper concept / design treatment
- Design documents
- Product specification / game specification

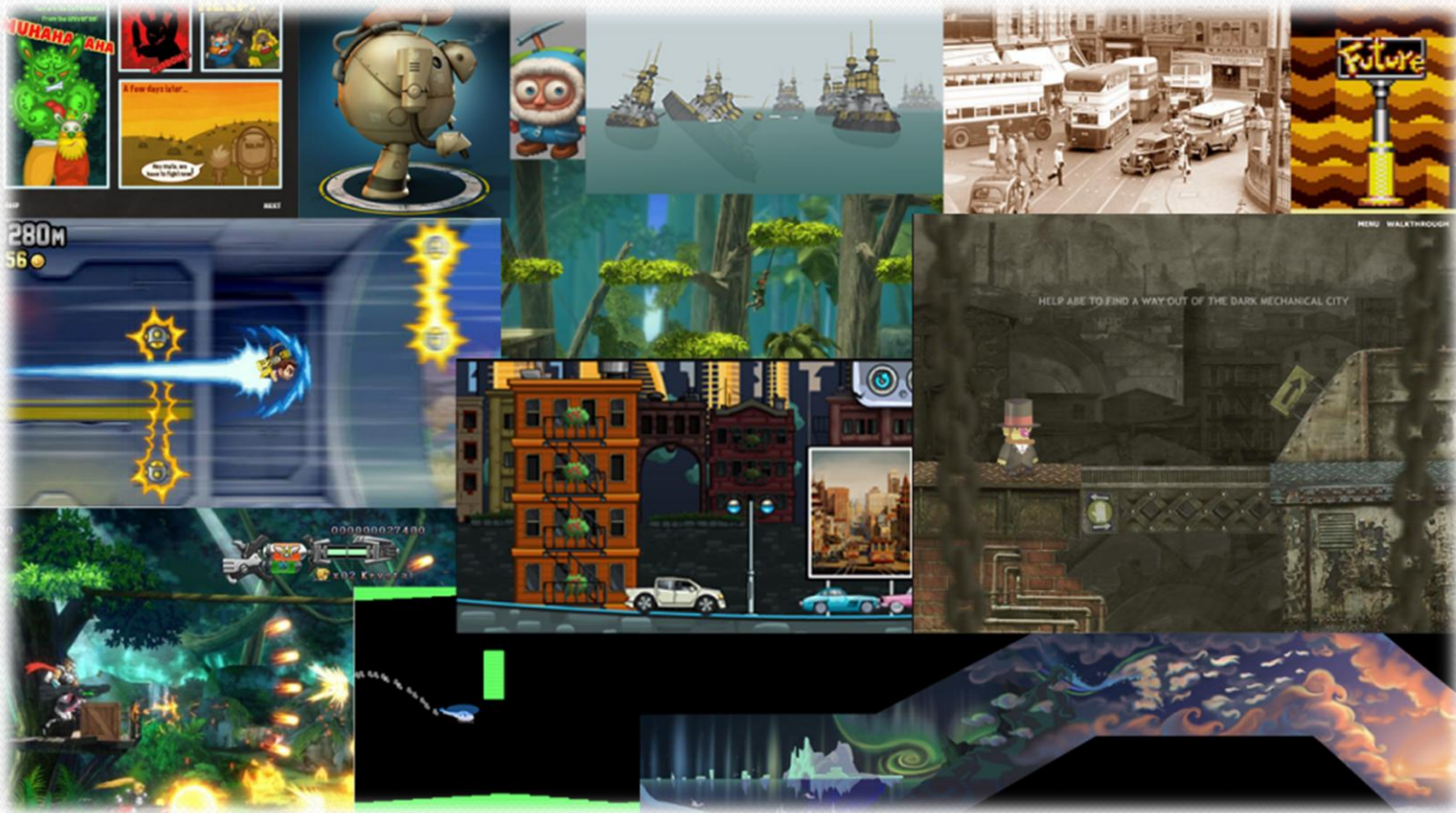


# Concept paper / design treatment

- Concept paper:
  - Project **proposition**
- **Game treatment document (GTD):**
  - **High concepts**
  - **Story pieces**
  - **Coregameplay** and visual style
  - **Technical specifications**
  - Gender study: social difference between the gender (optional)



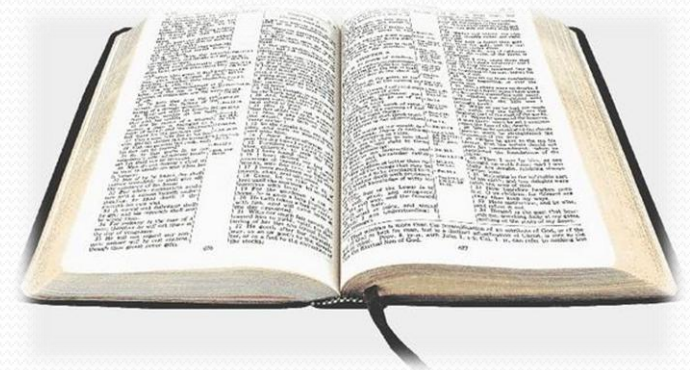
# Moodboard



A moodboard may be a video (2 minutes max.)

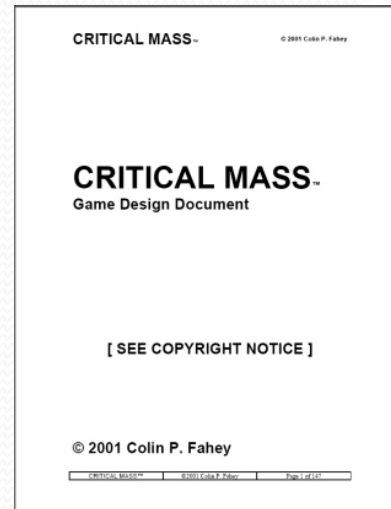
# Design documents

- **Game design overview (GDO):**
  - Overview of *game design document*
- **Game design document (GDD):**
  - Game "plan"
- Game "bible":
  - **What is not inside, should not be in the game**
  - Often a **contractual** base
  - Required by the **customer**



# Game design document (GDD)

- Document showing in details:
  - **Universe**
  - **Rules**
  - **Look and feel**
  - **Modelisation**
  - **Programmation**
  - **Storyboard**
  - **Etc.**
- Reference document
- "Living" document (itérative doc.)




Hyper-space-shooter

trois phases de jeu principales

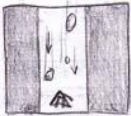
- Flight speed
- Acceleration / Deceleration
- Hyper space

**Flight speed**



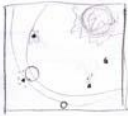
- Un environnement sans limite, explosable de tous les côtés. Le combat se concentre à un endroit. Hors de cette zone c'est le vide total, forçant le joueur à retourner au either en Hyper espace.

**Acceleration**



- L'écran se retrecit en rapport avec l'augmentation de vitesse.
- Le joueur doit éviter des obstacles à une vitesse de plus en plus rapide. Une fois au maximum, il entre en Hyperespace (morph to map).

**Hyperespace**



- Navigation sur une carte de la galaxie, à l'aide d'un curseur.
- Les vaisseaux ennemis sont identifié par des points rouge.

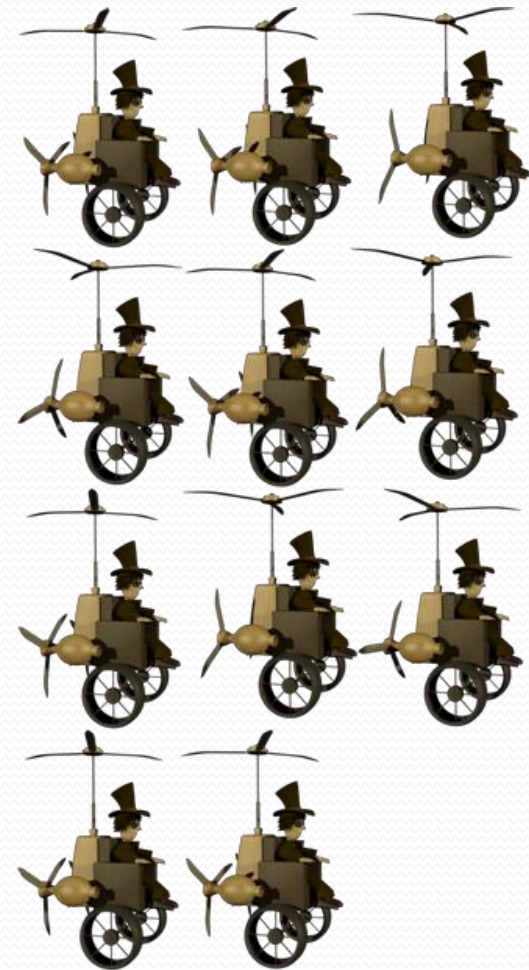
# Storyboards

- Illustrated evolution of main game screens



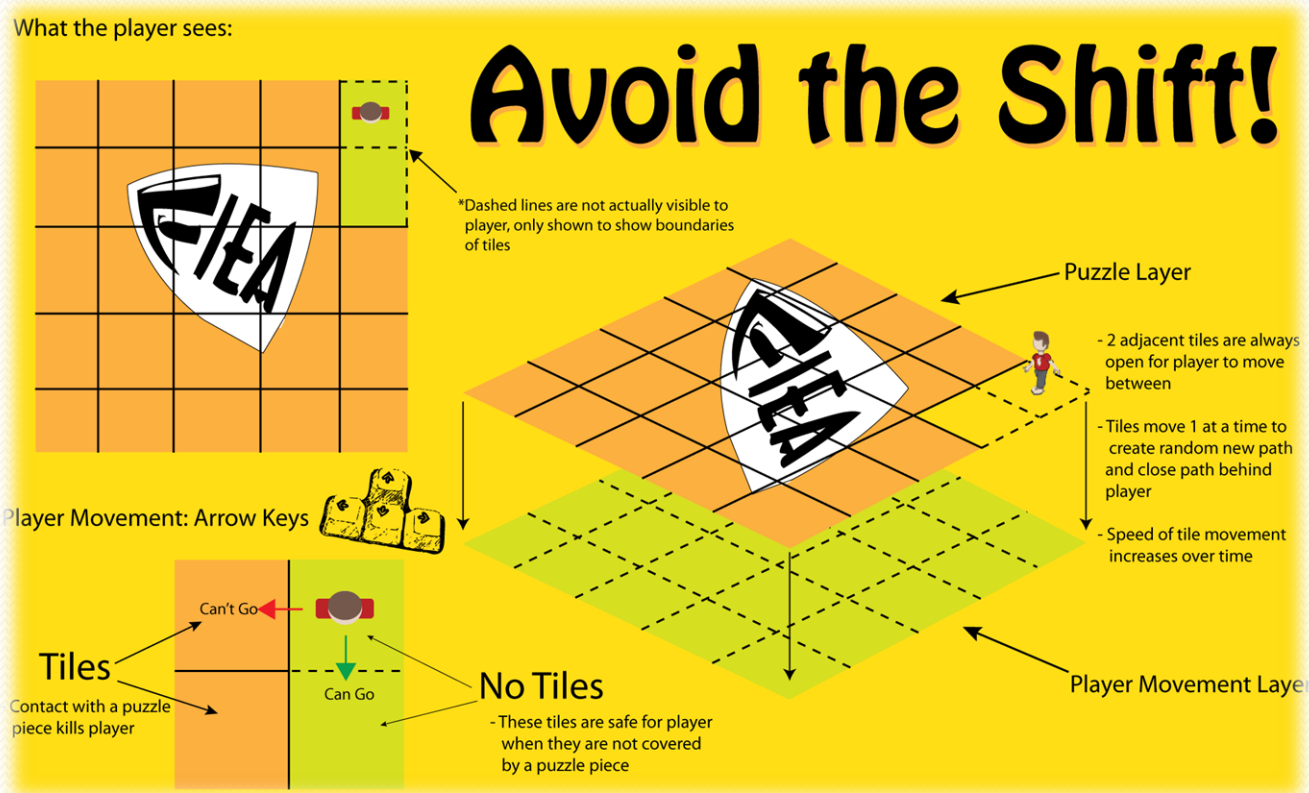


# Sprite sheet



# One page design (OPD)

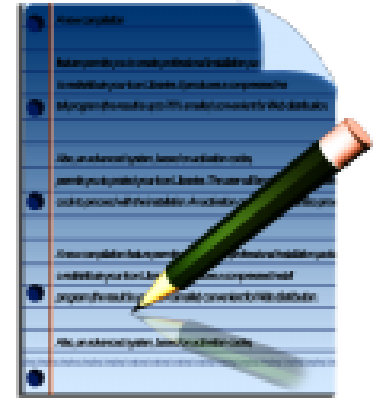
- A whole game mechanics explained on a single page



"A good sketch is better than a long speech" — Napoléon

# Example of GDD plan

- Changelog
- Section I – Game overview
- Section II - Gameplay and game mechanics
- Section III – Story, framing and characters
- Section IV – Levels and progression
- Section V - Interface
- Section VI – Artificial intelligence
- Section VII – Development
- Section VIII – Game art
- Section IX – Installation, configuration, maintenance
- Section X – (Team) management
- Appendices



# Good GDD

- Give game **objective**
- Document self-sufficient
- Ideas/features with **priorities**
- **Behavior pattern** (all game details)
- Give **realization steps**

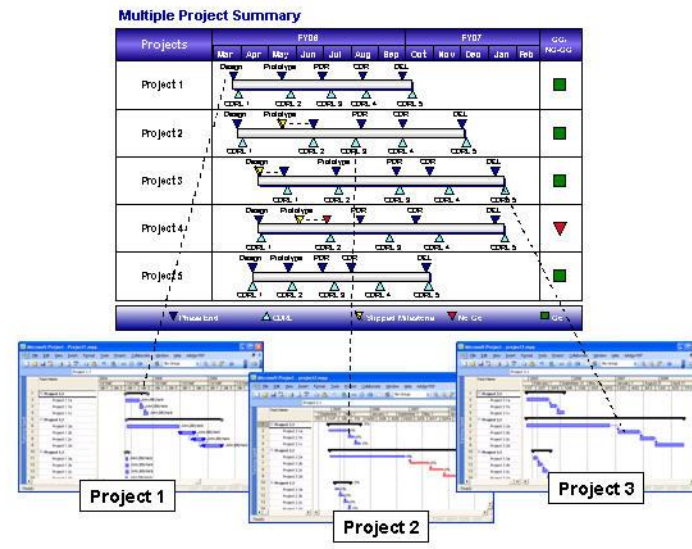
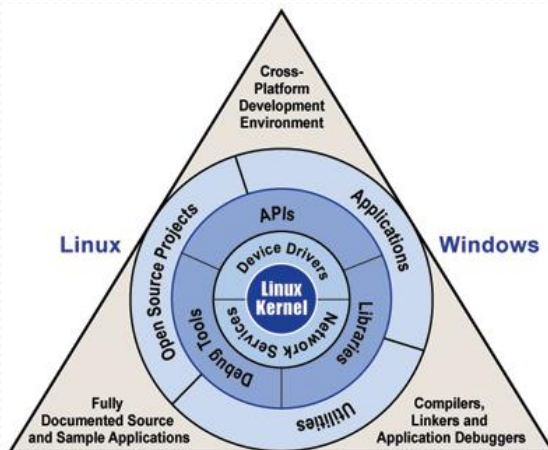


# GDD: few advice

- Several contributors, **a single integrator**
- A good **drawing** is often better than an long explanation
- References to existing
- **Complete game presentation**
- **Pretty and attractive** presentation
- Chronological concepts approach
- Advanced description of **gameplay**/features
- Try to be widely **understood**
- Think **methodical** and **useful**

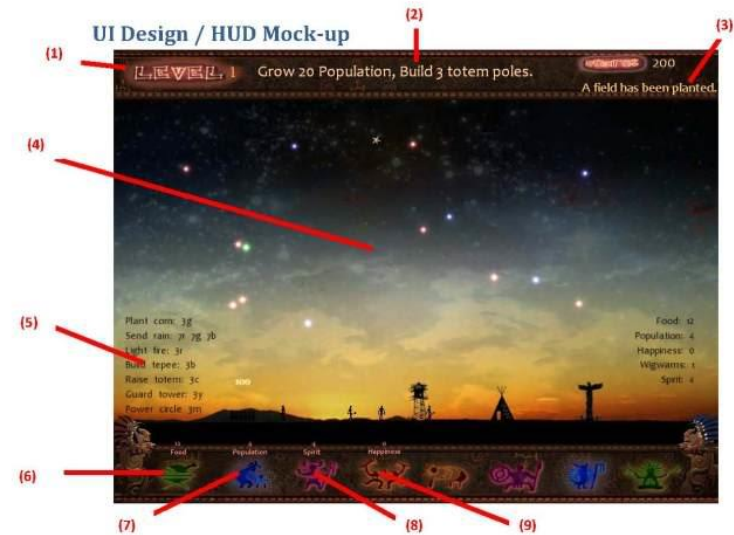
# Product specification

- Development team presentation
- Targeted public
- Gameplay
- **Development environment**
- **Detailed planning** (milestones, releases)



# Game specification

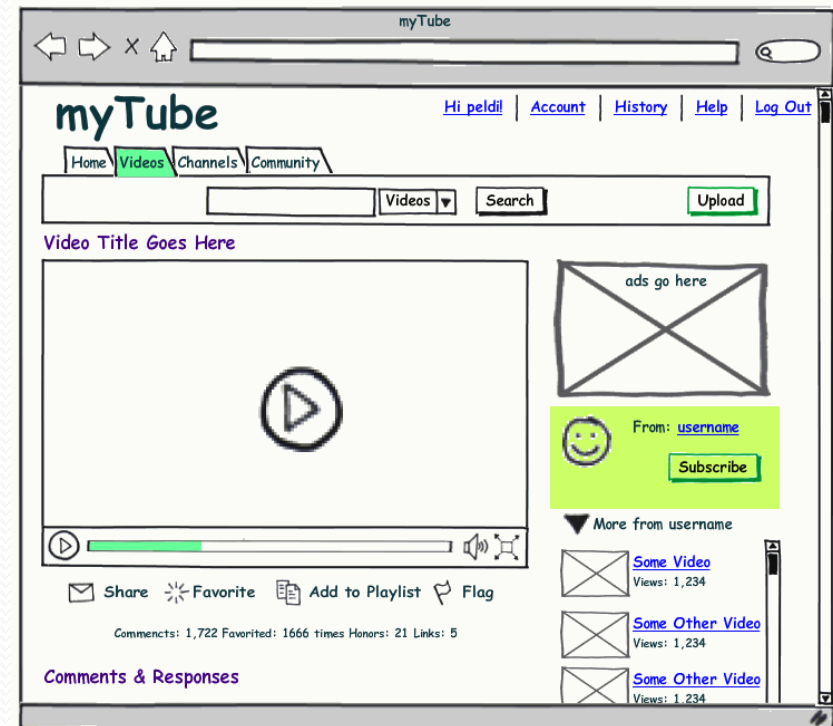
- Implementation details:
  - Pseudo-code
  - Development rules
- Mock-ups
- Story-line: plot(s)
- Storyboards
- Scripts (narration)
- Characters' bible:
  - Profiles and biographies
- Organization chart
- Details: artistic, musical, acoustic, videos, etc.



- (1) Level: Displays the current level.
- (2) Objective: Displays the objective that must be met for Victory.
- (3) Tool Tip: Displays a tip for the player, varies periodically.
- (4) Gameplay Area: Main Area that the game takes place in.
- (5) Command Hints: Pop-up menu to give a summary of the available commands.
- (6) Food Counter: Displays the current amount of food that the Tribe has.
- (7) Population Counter: Displays the current population of the Tribe.
- (8) Spirit Counter: Displays the current Spirit Level of the Tribe.
- (9) Happiness Counter: Reflects the current Happiness of the Tribe.

# Mock-up

- User interface **prototype**
- **1:1** scale model
- Game use presentation





# Prototype

- **Primary objectives (creators):**
  - **Ideas/features** quick tests
  - Find ideas (iterative conception)
- **Secondary objectives (receivers):**
  - Show, beta tests (and get early feedback)
  - **Convince, sell**
- Often bring améliorations (**milestones**)
- Eliminate false good ideas

A prototype is just a functional sketch with a delimited perimeter: not a complete game!

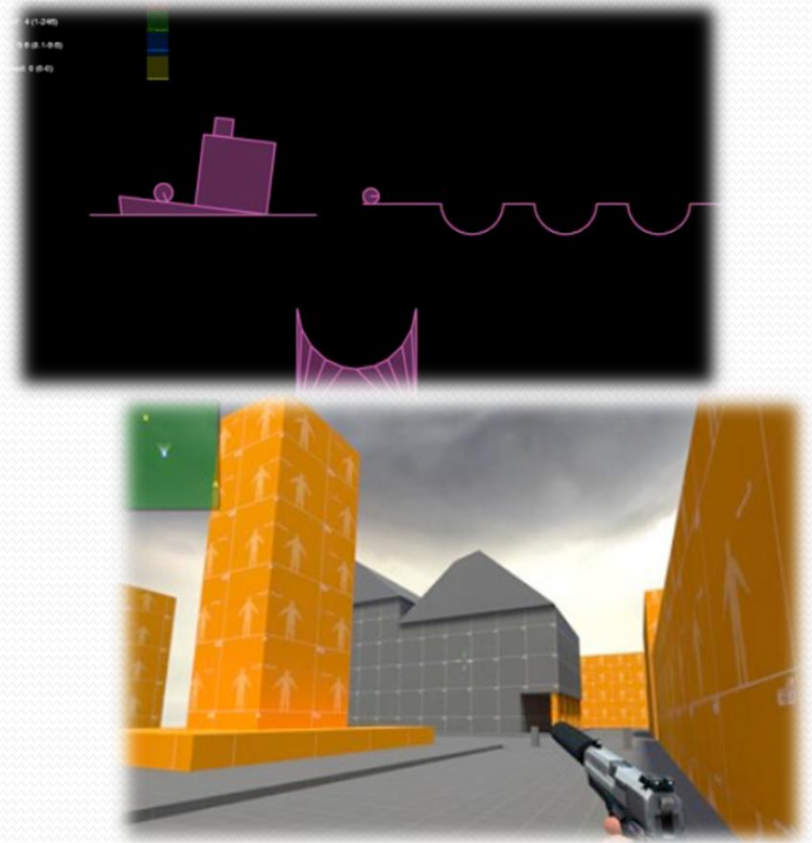


# Prototype

## Analog



## Digital



# Prototype final

- [http://youtu.be/BMt\\_vsgk4nY](http://youtu.be/BMt_vsgk4nY)



Also called first playable prototype or final tranche

# Observation session

- **Introduce ourselves** and give observation **objectives**
- Indicate that **we can give up the test all the time**
- Indicate room **equipments**
- Explain "how to think **effectively**"
- Indicate that **no help** will be supplied after test start
- Describe what is expected from participants:
  - **Scenario Sheet**
  - **Quiz**
- Ask for preliminary **questions**
- **Observe** (tracking sheet)
- **Conclude the observation**
- **Exploit results**

# Observation session

## Stewardess

- Check users **conditions**
- **Express users thoughts**



## Sportscaster

- Puts forward **important points** (for observers)



## Scientist

- Check **test regularity**



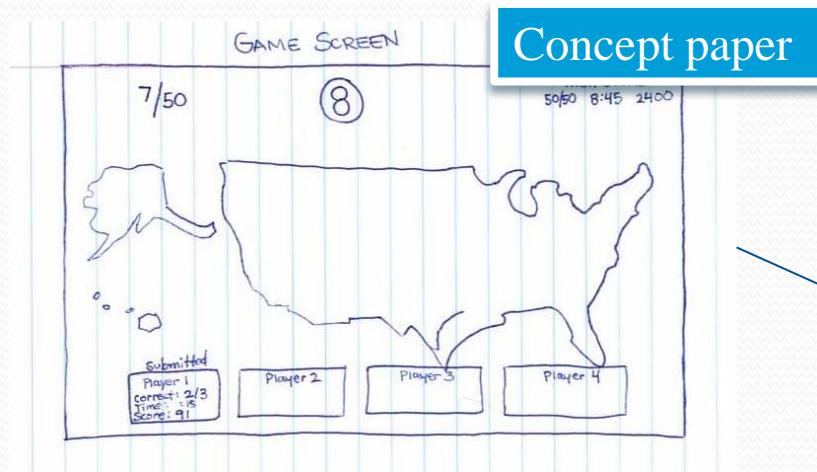
# Playtest

- Observation session during prototype or game test
- Type:
  - Informal
  - Focus group
  - Expert checking
- Collect data
- Process data
- Set up feedback



# Concept evolution

- **Conception (game design) :**

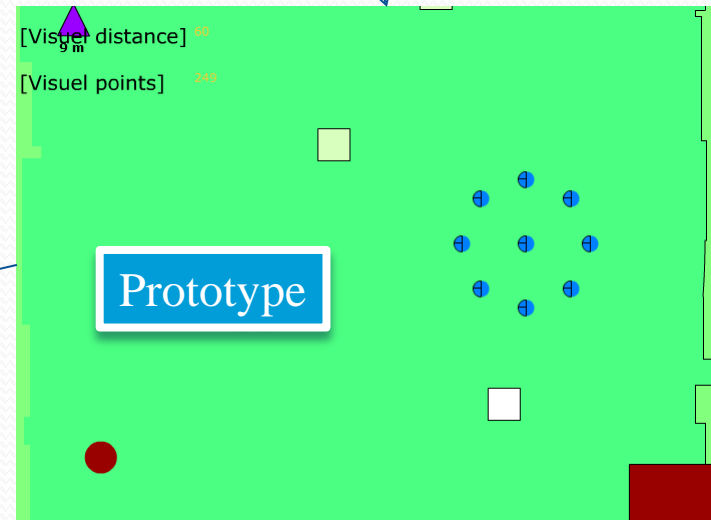


Mock-ups

GDD

# Concept Evolution

- **Conception** (game design) :





# Link

- Electronic documents:

- [http://www.bibhost.ulb.ac.be/BST/Regles\\_v2\\_2a.pdf](http://www.bibhost.ulb.ac.be/BST/Regles_v2_2a.pdf)
- <http://nanoblur.wordpress.com/category/ben-quinney/>

- Classic documents:

- Class :

- John Laird. *Game Development Process*.
- Ernest W. Adams. *The Game Treatment Document*.
- Mark Baldwin. *Game Design Document Outline*.
- Benjamin Jouan. *Prototypage de jeux*.

# Credits

## Author

Mickaël Martin Nevot  
[mmartin.nevot@gmail.com](mailto:mmartin.nevot@gmail.com)



Electronic Business Card

## Translators/reviewers

- Sébastien Anguille

Cours en ligne sur : [www.mickaël-martin-nevot.com](http://www.mickaël-martin-nevot.com)

