GAME DESIGN DOCUMENT
PRESENTATION

PRESENTATION

MILESTONE 2
Game Design Presentation

PRESENTATION

MAKE SURE YOUR DEMO WORKS BEFORE THE PRESENTATION!

CREATE AN EXECUTABLE WITH A WORKING DEMO

ENSURE IT WORKS ON MULTIPLE COMPUTERS

BRING QUESTIONS AND SUGGESTIONS

QUESTION?

ANNOUNCEMENTS

Marks for the pitch 
and feedback will be 
uploaded by next 
week

Design document 
presentation @ 5:30PM 

Alpha presentation @ 7:30PM 

Beta presentation @ TBD

Final presentation @ TBD (possibly Zynga)

GAME DESIGN DOCUMENT

Present all designs for the game.

Mechanics

Presentation of mock-ups, storyboards, mood boards, sketches, data models, etc.

Mostly Centennial Prototype for challenging elements.

Mostly UofT

Pablo will talk about GDDs during the tutorial today.

I will post a GDD template on the course website.

Questions?
PRESENTATION CONSIDERATIONS

- Biggest issue from past presentations
- Too much telling, not enough showing!
- Examples:
  - No level designs
  - Reading off slides (or off your GDD)
  - Incomplete tech demo
- Present blueprints, not just a more detailed pitch

PRESENTATION FLOW

1. Introduction (team, members)
2. Pitch
3. Gameplay
4. Character Design
5. Level Design (flowcharts)
6. Level Breakdown (goals, purpose)
7. Sound & Music
8. Workflow (team & task breakdown)
9. Tech Demo
10. Panel Feedback

PRESENTATION QUESTIONS?

LEVEL DESIGN EXERCISE

BREAKING DOWN YOUR LEVELS

1. Describe the features of an easy, medium and hard difficulty level.
2. Describe the skills needed to perform your medium difficulty level.
3. Compare the list of skills that the players need to have and order levels based on that.

"THE PLAYER NEEDS TO KNOW HOW TO MOVE AROUND THE LEVEL, HOW TO JUMP, HOW TO PICK UP AND THROW CRATES, AND HOW TO COMBINE THESE TOGETHER TO OPEN THE DOOR BY PLACING THE CRATE ON THE FLOOR SWITCH."
GAME MECHANICS ARE RULE BASED SYSTEMS / SIMULATIONS THAT FACILITATE AND ENCOURAGE A USER TO EXPLORE AND LEARN THE PROPERTIES OF THEIR POSSIBILITY SPACE THROUGH THE USE OF FEEDBACK MECHANISMS

Raph Koster (A Theory of Fun)

ANOTHER DEFINITION

- Something fundamental that one plays with.
- Something that provides the player with a satisfying sensation.
- Something that lends itself to more extensive interactions.
- The game itself can also interact with the player.
  - Speeding up
  - Add more obstacles
  - Etc

IDENTIFY MECHANICS

- Assassin’s Creed
- Baba is You
- Bubble Bobble
- Call of Duty
- Civilization 5
- Dishonored
- Don’t Starve Together
- Dota 2
- LA Noire
- League of Legends
- Minecraft
- Overworld
- Persona 5
- Pokemon GO
- Portal 2
- Saints
- Shadow of the Colossus
- The Longest Journey
- The Witness
- To The Moon
-War Thunder
-Warcraft
-Zelda Breath of the Wild