

Design Choices Discussion

What this is:

- Attempt to spread new ideas
- Take old problems and give them new light
- Approach ideas from a slightly different perspective

What this isnt:

- A guide or talk on how to do anything
 - Interrupt when you have questions or things to add

Content Generation in Games

- *Levels, enemies, story, etc.*
 - *The title may be slightly misleading as we continue*

Content Generation in Games

- Built by developers
 - e.g. *the Minecraft world*
 - *Could also be procedurally generated*

Content Generation in Games

- Built by developers
- Built by players
 - e.g. *the buildings, forts, etc. in Minecraft the players make*

Content Generation in Games

- Built by developers
- Built by players
- **How would you build a game where players have to “fill in gaps” in the quests they are doing together?**
 - *e.g. John and Joan are playing a game, and for the quest they are on they have to each talk to a different NPC to get information and share it with one another (i.e. each NPC talks to only one person)*

Content Generation in Games

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 - *Do you force the players to stick together or can they move independently from one another?*

Content Generation in Games

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 - *Do you force the players to stick together or can they move independently from one another?*
 - *Should an NPC “know” that they are having trouble communicating if the information isn't followed correctly after a certain amount of time?*

Content Generation in Games

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 - *Is it possible to rely on people to transfer information to each other? (e.g. broken telephone effect)*

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 - *Is it possible to rely on people to transfer information to each other? (e.g. broken telephone effect)*
 - *Should it be necessary that information could ever be complex enough that there should be a log of it for the player to return to?*

Content Generation in Games

- How would you build a game where players have to “fill in gaps” in the quests they are doing together?
 - *Similarly, how do you cater for a player leaving the game with “their” information?*

Time?

The all-powerful “Hero”

- Having complete or absolute power in the game
 - e.g. if we took a WWII shooter and threw in the main character from Deus Ex as the player, it wouldn't be an extreme case for this idea, but it would be powerful enough to make it difficult to not notice the power gap

The all-powerful “Hero”

- Having complete or absolute power in the game
- There is a clear distinction between the power you have compared to every other entity in the game, making you “god-like”
 - *e.g. if you took a main character from an anime/manga (like Ichigo from Bleach, or Luffy from One Piece) and put them into something like Street Fighter, the power gap would be HUGE!*

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- **How do you make a main character completely powerful from the very start but still have a balanced, fun game?**

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- How do you make a main character completely powerful from the very start but still have a balanced, fun game?
 - e.g. Let us take Mario, and give him an aimable gun from the beginning, it kills everything in one shot, has a high firing rate and can fire at any angle

The all-powerful “Hero”

- How do you make a main character completely powerful from the very start but still have a balanced, fun game?
 - *Do you add more enemies?*
 - *Do you make enemies harder to target?*
 - *How do you give the illusion of difficulty?*

The all-powerful “Hero”

- How do you make a main character completely powerful from the very start but still have a balanced, fun game?
 - *Is it necessary to even bother balancing? i.e. is it not just a completely different game but we are stuck on the idea that Mario has to be a certain game?*

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 - *Is it necessary to even bother balancing? i.e. is it not just a completely different game but we are stuck on the idea that Mario has to be a certain game?*
 - *Similarly, should other “ultimate being” characters in games be changed in light of this idea?*

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 - *Why would it feel wrong to be all powerful?*

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 - *So why is challenge important for players?*

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 - *So why is challenge important for players?*
 - *Could you not adjust your “Hero’s Journey” to better suit the character?*

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- How do you make a main character completely powerful from the very start but still have a **balanced, fun game?**
 - *Why would it feel wrong to be all powerful?*
 - *So why is challenge important for players?*
 - *Could you not adjust your “Hero’s Journey” to better suit the character?*
 - *How about how it would apply to the example given at the start with Mario?*