




DESIGN GUIDELINES

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SUMMARY

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x.

Vision

Marvelous adventure
based on **synergy** between **two characters**
which **experiment** with the **environment**



FANTASIES

What are our vision guidelines?

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What are our vision guidelines?



Marvelous adventure:

- Appealing
- **Feel good**

- Sensation of a **journey**
- Motivations based on **discovery**

- Panorama
- Playing with **scales**

- Relaxed rhythm

FANTASIES

What are our vision guidelines?

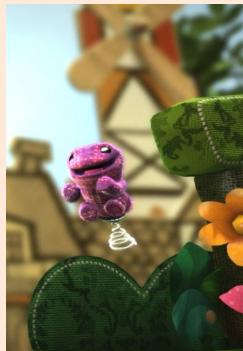


Cooperation is key:

- Cooperative memories
- **Communication**
- Coordination
- Success together and...
- ... failures together
- **Cooperative interactions** are crucial
- Mutual aid
- **Synergy**

FANTASIES

What are our vision guidelines?



Environment as a toybox:

- **Experimentation**
- Organic
- Something we want to interact with
- **Look responsive**
- Affordance
- Color and shapes codification
- Environmental narration



PILLARS

How to sum up our game?

PILLARS

How to sum up our game?



GENRE

Puzzle - Adventure



CAMERA

¾ top



KEY POINTS

*Cooperation (2 players) -
Environmental experimentation*



TARGET

Casual - Midcore - Couch gamers



MOTIVATIONS

What the players expect from the game ?

MOTIVATIONS

What the players expect from the game?



Main short term motivations:

- Achieving **outstanding moves** in cooperation
- Finding ways to use the environment
- Finding ways to **solve the situations**
- Having **impact on the environment**
- Playing and having fun together

MOTIVATIONS

What the players expect from the game?



Main medium term motivations:

- Discovering environmental tools/toys
- Discovering **new types of environments**
- Discovering new characters
- Progressing into the forest
- **Marvelous moments**

MOTIVATIONS

What the players expect from the game?



Main long term motivations:

- Appeal for the **storytelling**
- Relation between the characters



CHALLENGES

What the game expect from the players?

CHALLENGES

What the game expect from the players?



Main challenges:

- **Thinking**
- Observation/Analysing

- Timing
- **Positioning**

- **Communication**
- Coordination

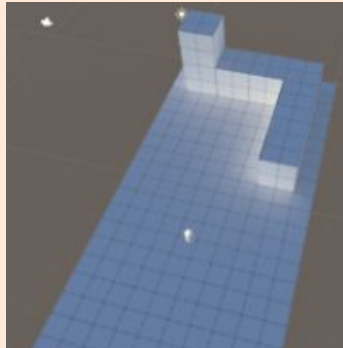
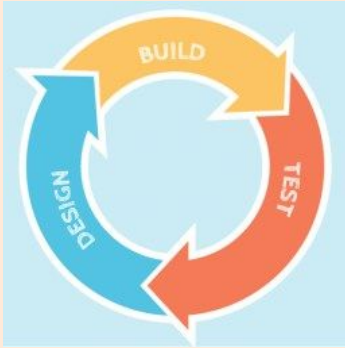


PROCESS

How to set up those intentions?

PROCESS

How to set up those intentions?



Iteration cycles:

Trying some ideas and then validate or remove it.

Gym Room/Metrics:

Making some relevant metrics to be sure the level design will be **consistent**.

Rational Game Design:

Having control on our **systems** and how they interact each other.

Rational Level Design:

Having control on our **contents repartition**.

	Cloporte	Lance	Bouton	Cloporte En boule
Cloporte		Cloporte en boule		
Lance	Cloporte en boule			
Bouton				
Cloporte en boule			Porte ouverte	
	Bumper	Avatar	Bouclier	Vent
Bumper		Saut grand		

ABILITIES		ACTIVITIES	
RUN	WALK	CHASE	DESTROY
WALL RUN	PUNCH	ESCAPE	EXPLORE
WALL JUMP	WALK	DESTROY	
WALK	HELICOPTER		
DIVE			
○○○○○○	○○○○○○	○○○○	○○○○
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