

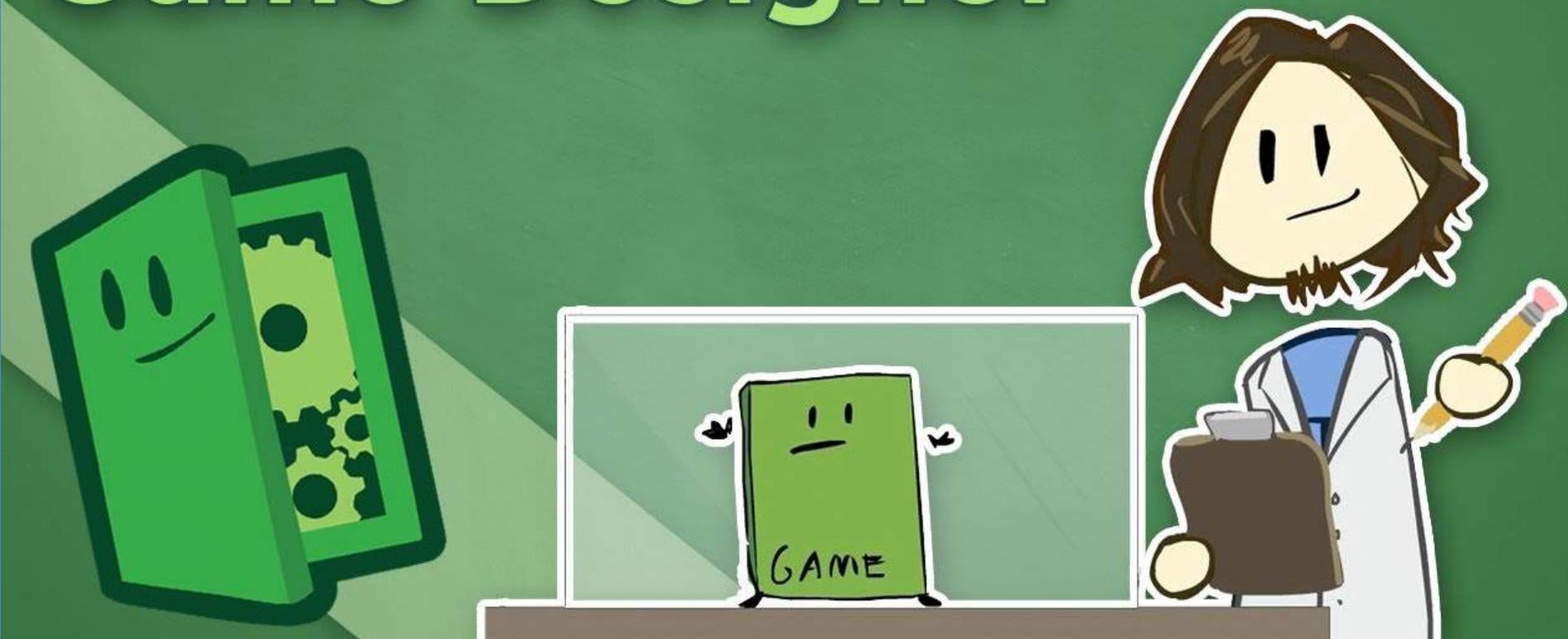


Game Design A

Grundlagen & GDD

Kolja Bopp

So You Want To Be a Game Designer





Woo-Hoo!



Be a Game Designer

- Entscheidungen hinsichtlich des Spielkonzepts
- Eine*r sollte den Hut auf haben!
- Attraktivität & Umsetzbarkeit
- Genau zuhören (Team, Zielgruppe, Spiel, sich selbst)
- Aufs Wesentliche reduzieren
- Eigene Note

Game Design Document

Lebendiges Werkzeug!

Projektseite im Wiki anlegen

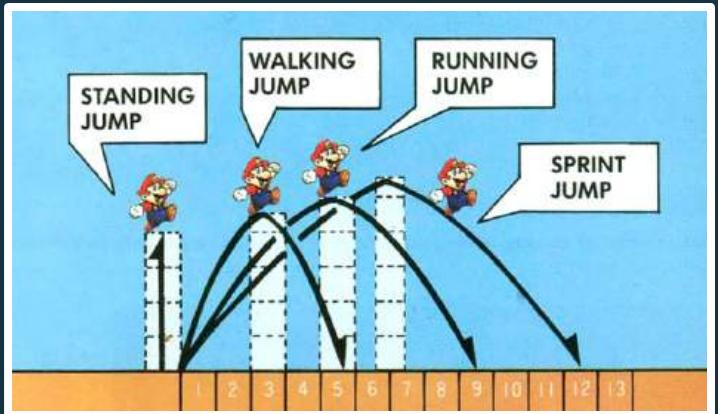
The screenshot shows a template page for a Game Design Document (GDD) on a wiki. The page title is "Game Design Document (GDD) Short Template". It includes sections for "Arbeitstitel" (with fields for Gruppenmitglied, Matrikelnummer, and Verantwortlichkeiten), "Keyvisual" (with a placeholder image and a note about updating it), "Gameplayvideo" (with a placeholder image and a note about linking to a gameplay video), "Kurzbeschreibung" (with a note about length), "Downloadlink" (with a note about using itch.io links), "Steuerung" (with a note about input devices), and "Game Design Pillars" (with a edit icon). A sidebar on the right lists various game design concepts like Art Style & Sound Dev., UI Design, Technology, Project Documentation, Assets & Feature List, Stakeholder Analysis, Lessons Learned, and Quality Assurance. The page is last edited by Kolja Bopp.

- **Template duplizieren**
- **Mit eigenem Projekttitel**
- **unter Pfad Kurswiki Winter 25/26/Design 2 einfügen**
- **Und in der Liste auf der Kурсseite verlinken**

Gameplay Features

Core Mechanic

- Player Actions?
- Movement?
- Jumping?
- Aktionen?



Story

- **Problemstellung & Spielgeschichte**
- **Setting**
- **Charaktere**
- **Schauplätze**



Spielziel

- Win / Lose Bedingung?
- Leben- / Energiesystem?



Ereignisse

- Besondere Gameplay Events?
- Besondere Levelmechaniken?



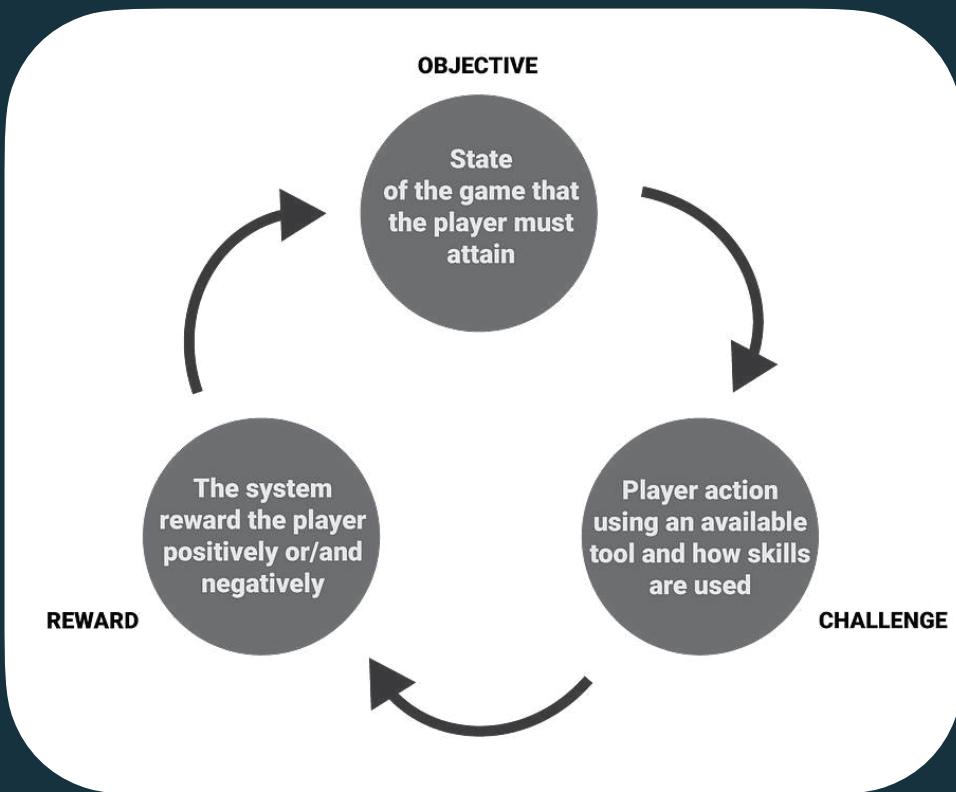
Items

- Upgradsysteme
- Collectables
- Power-Ups



Game Loop

Game Loop



Game Loop



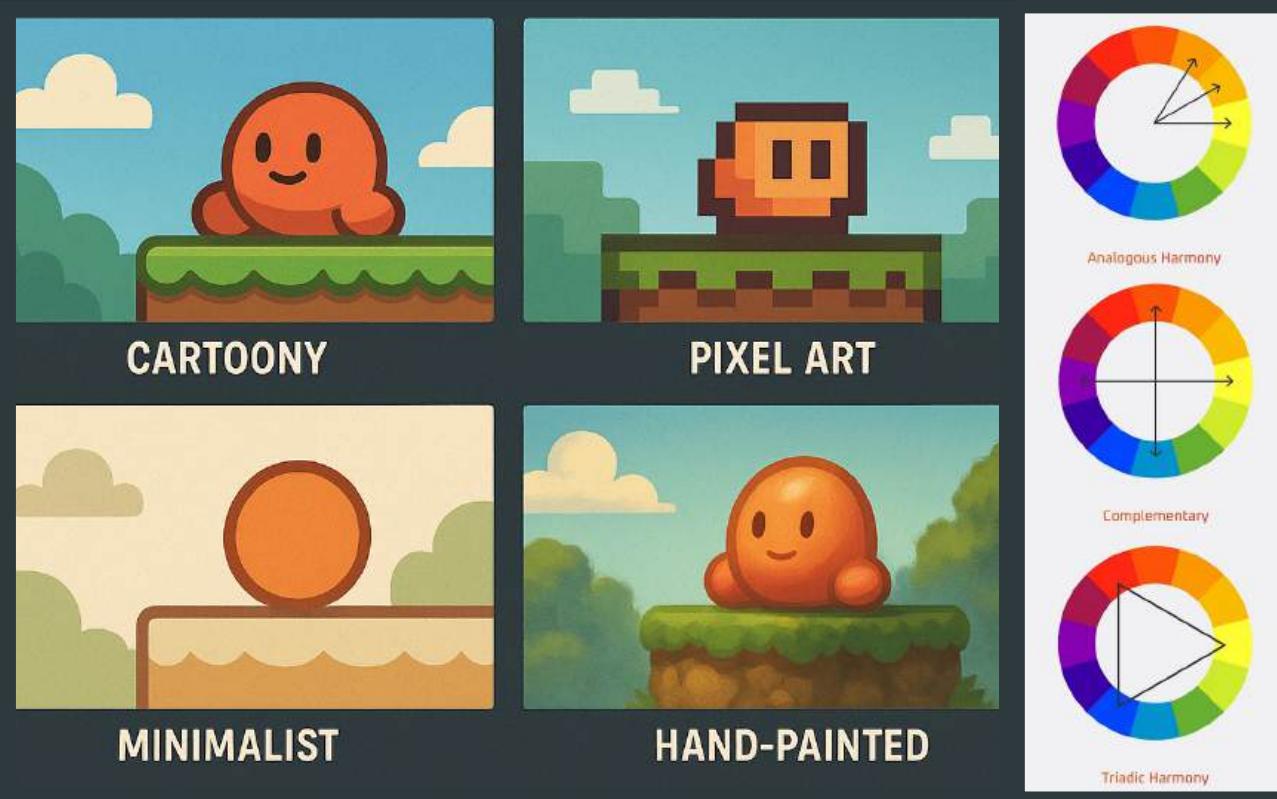
Aesthetics (Look & Feel)

Spielwelt

- Environment Design
- World Design
- Theme



Art Style



Keyvisual

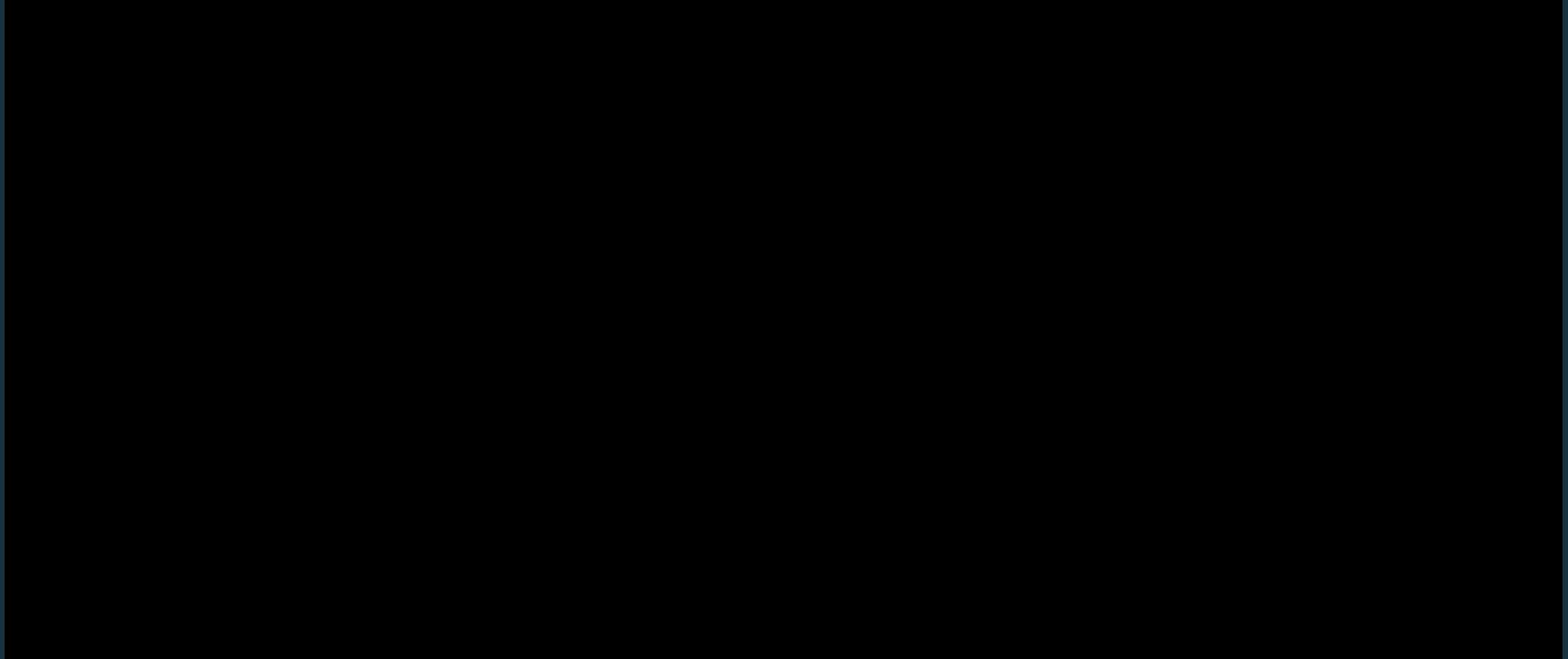
FINDING A NEW HOME

THE STORY OF OUR UNKNOWN FUTURE

Sound Design



Music

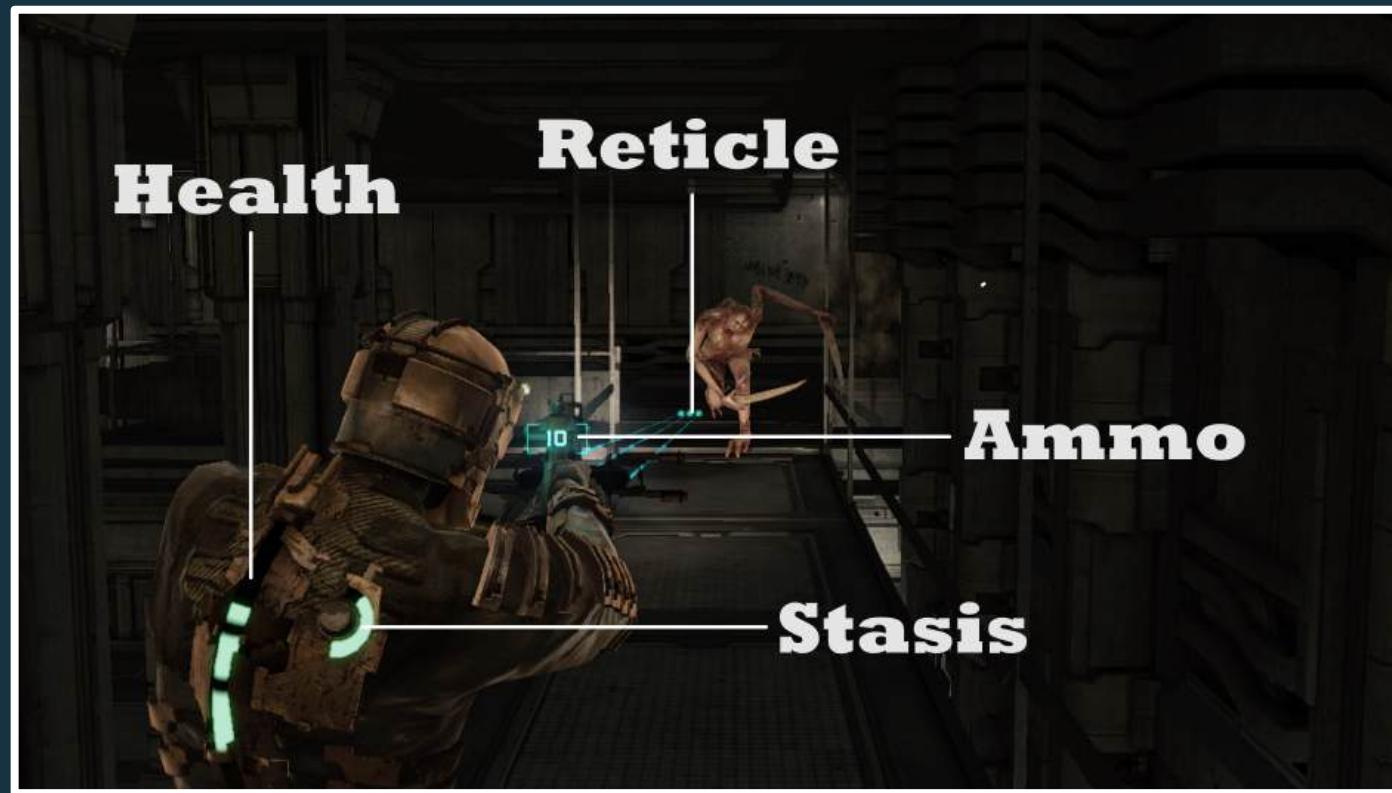


Bee Bluesman (06.02.2016). How Music Can Change a Scene - Lord of the Rings. YouTube. <https://youtu.be/mndDbN60Eiw?si=DjrDmqCwWQB3ZEug>

UI Design



Diegetisches UI



GDD



Game Design Pillars



Game Design Pillars

- **Grundpfeiler eures Designs**
- **3-5 grundlegende Elemente**
- **Kernmechaniken, Thema, Setting, Art Style, Emotionen...**

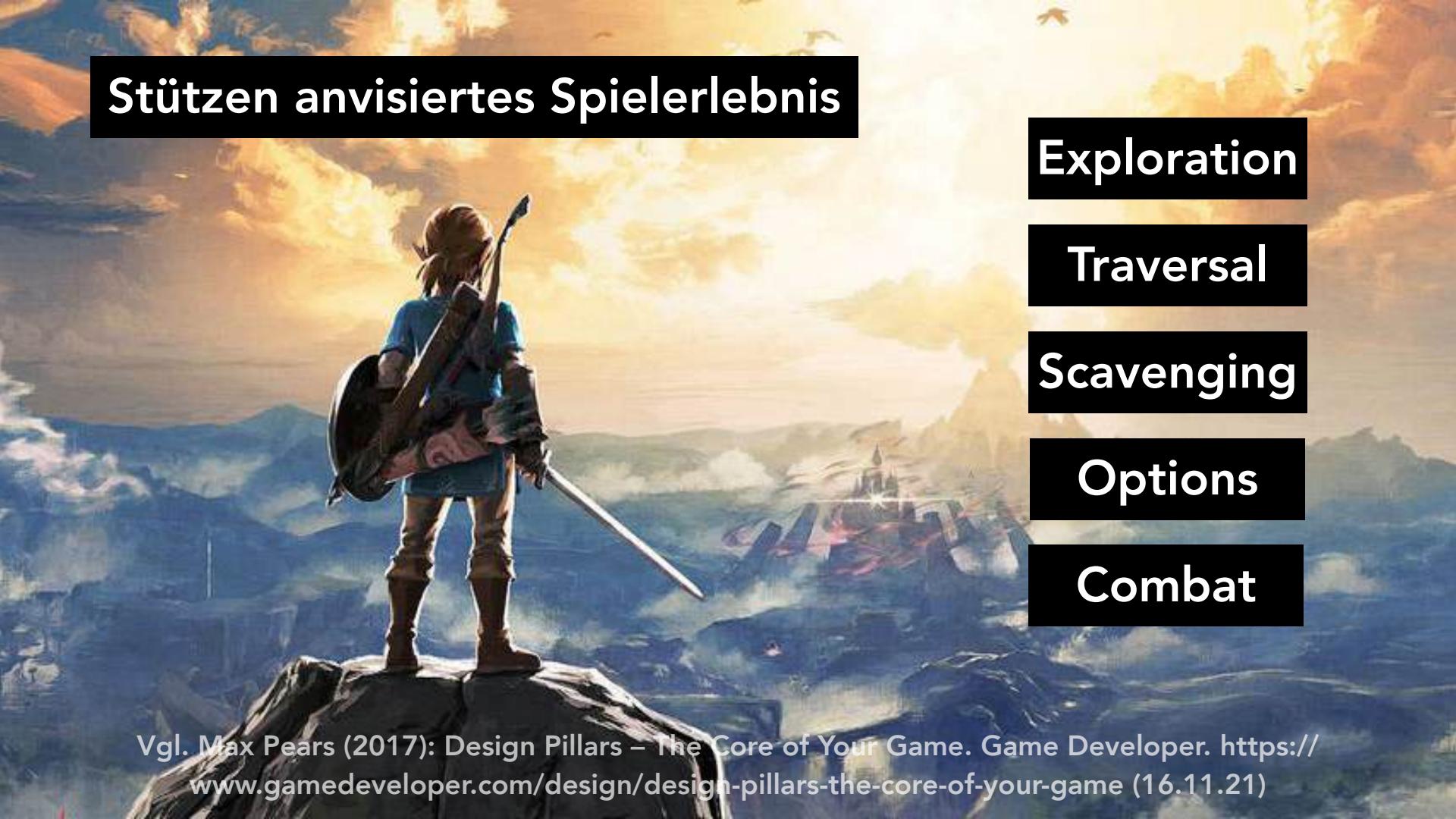


Game Design Pillars

- Kommunikation & Entscheidungshilfe
- Auf das Wesentliche konzentrieren
- Dient dieses Feature den Grundpfeilern?
- Auch umsetzbar?



Stützen anvisiertes Spielerlebnis



Exploration

Traversal

Scavenging

Options

Combat

Vgl. Max Pears (2017): Design Pillars – The Core of Your Game. Game Developer. <https://www.gamedeveloper.com/design/design-pillars-the-core-of-your-game> (16.11.21)



Bagus Herdiyanto (2016): [NES] Super Mario Bros Short Gameplay.

YouTube. https://youtu.be/_wVQKqX6o-I (16.11.21)

**Skilled-
based
Jumps**

**Hidden
Areas**

**Power-
Ups**

**Fantasy
Setting**
**Pilzköni
greich**



Übung Game Design Pillars

3-5 grundlegende Elemente (Kernmechaniken,
Thema, Setting, Art Style, Emotionen...)



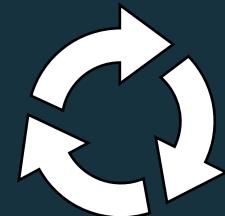
Production

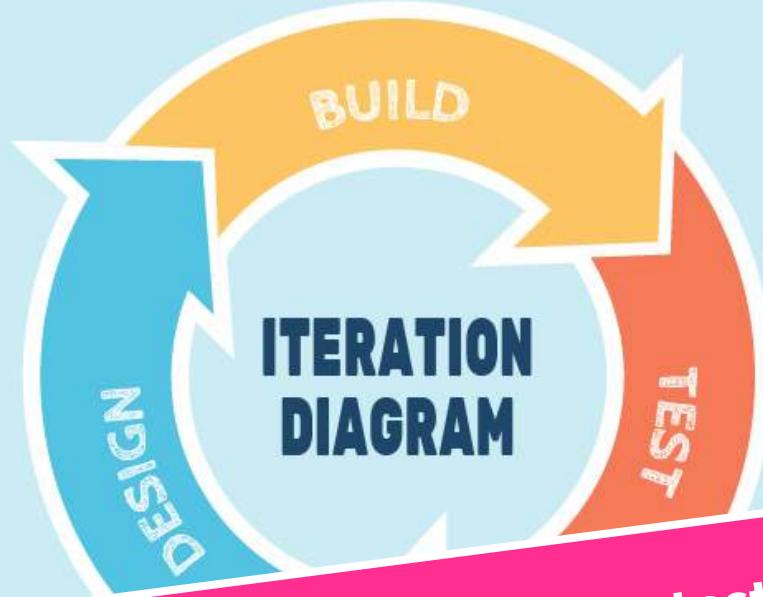
- Engine
- Assets
- Zielplattform



Iterativer Workflow

- > **Game Design:** Konzept
- > **Art & Sound:** Asset Produktion (realisierbar?)
- > **Dev:** Features & Assets implementieren (realisierbar?)
- > **Level Design:** Spielsequenzen ausgestalten
- > **Playtesting:** User Feedback
- > **Game Design:** Review





Nach jedem neuen Feature testen!

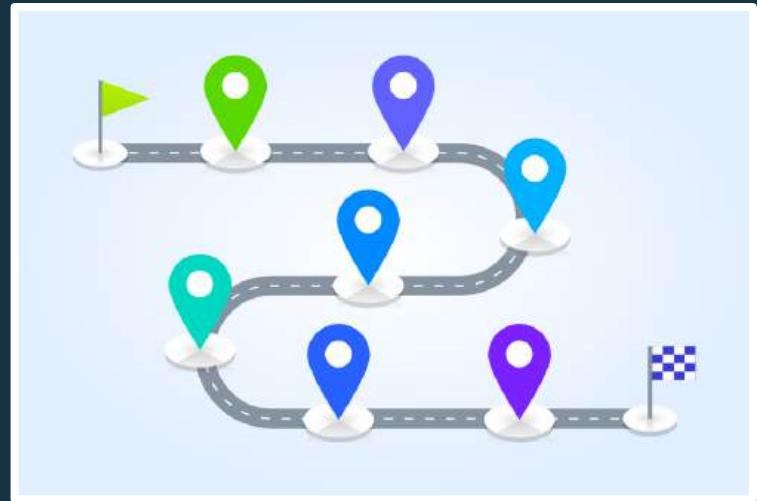


Fail faster!

Iterate faster!

Projekt Management

- Zeitliche & inhaltliche Planung
- Größte Herausforderungen
- Milestones



Asset & Feature Liste

- Detaillierter Überblick
- Aufgaben in Tasks zerlegen
- Aufwand verdeutlichen
- To-Do-Liste für internen Workflow
- „Need“ und Priorisierung
- Lebendiges Werkzeug

	WIP	
	Done	
	Review	

Stundenaufstellung

Geplanter Aufwand

	Pers. A	Pers. A	Pers. A	Pers. A
Prog				
Art				
Sound				
Testing				
Meetings				
Doku				
...				
SUMME				
GES.	200			

Tatsächlicher Aufwand

	Pers. A	Pers. A	Pers. A	Pers. A
Prog				
Art				
Sound				
Testing				
Meetings				
Doku				
...				
SUMME				
GES.	475			

Selbsteinschätzung!

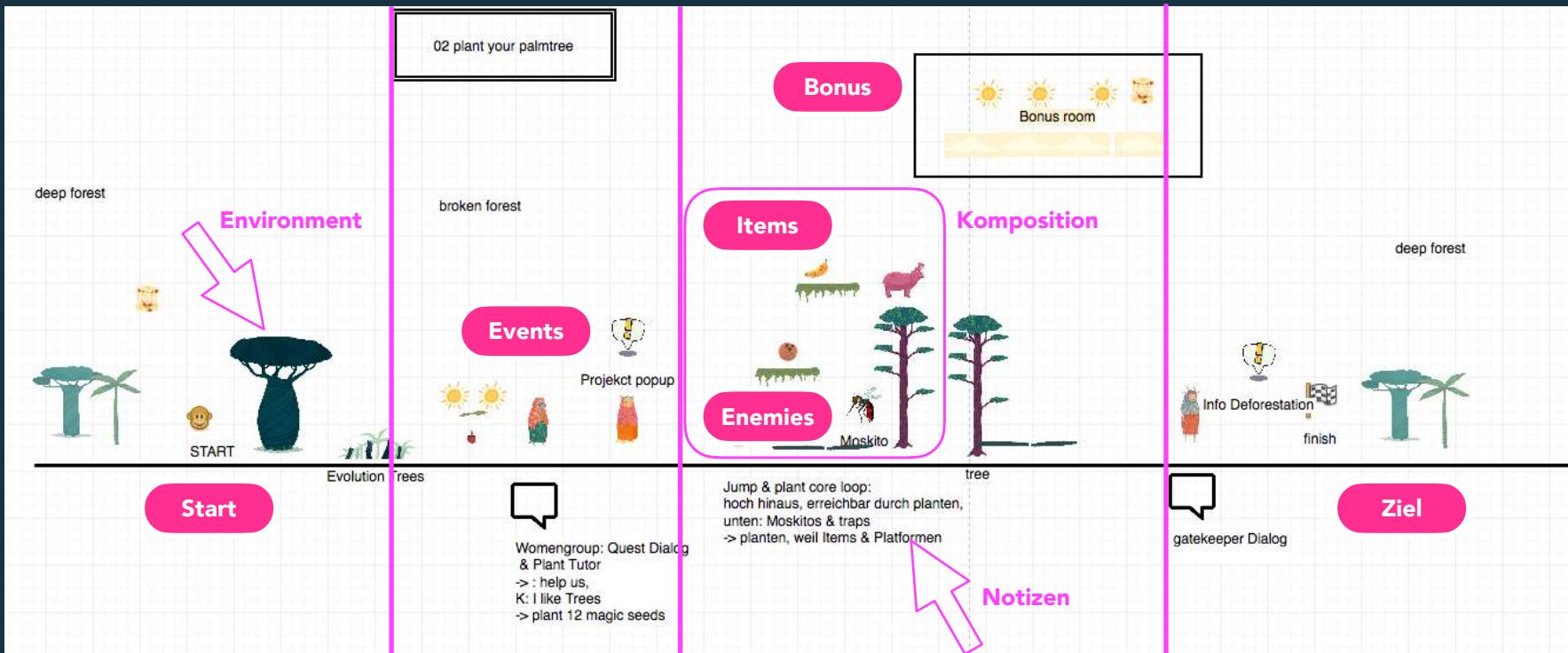


Plattformer

Testlevel

Kolja Bopp

Level Skizze



Levelarchitektur

- Perspektive
- Laufrichtung



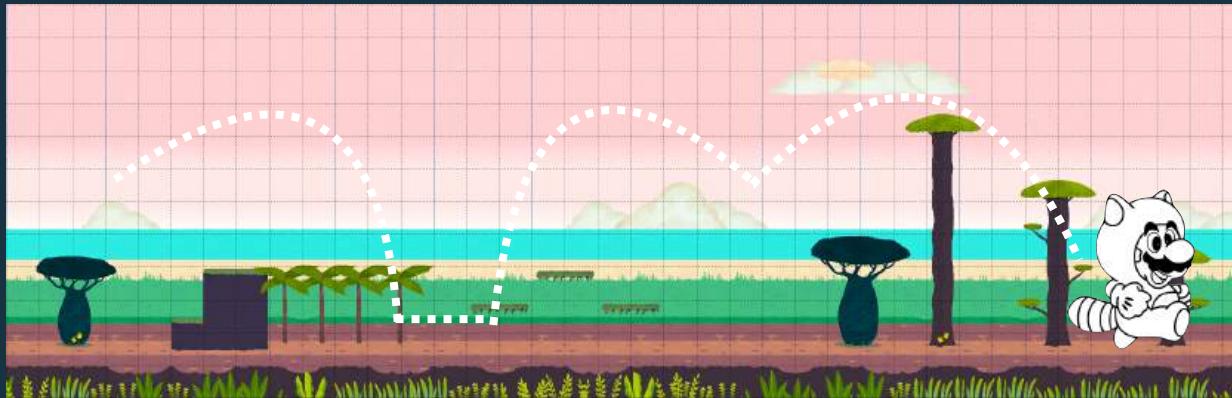
Eckpunkte

- Start
- Ziel
- Events



Plattförmung

- Plattformen
- Lauflinie
- Besondere Levelmechaniken



Gameplay Challenge

- Hindernisse
- Gegner



Items

- Collectables
- Power-Ups





Viel Erfolg!