Game Worlds Task

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Games that have used history as part of the story?

- Task:

1. Find at least 3 games that have incorporated elements of history into the game. Assassin's Creed, God of War, Okami

2. How does using history create a response from the player? Depending on where the player is from, they may be able to relate to the themes of the game and resonate with the cultures that are conveyed through gameplay. Furthermore, if the game replicates real life events, the player will learn about a part of history and may even become intrigued to further explore the historical event.

3. How does history influence the game play or environments? If the game revolves around a culture or event, the developers will research the history and nature of those cultures to then replicate the way of life, the environment and the society that exists within the game.

Different worlds task

- Find images of games that you feel are a representation of the following game worlds in the next series of slides.

Different World Archetypes

War torn world – Two sides that are always in constant conflict

- Call of Duty: WWII
- Battlefield 1942

Different World Archetypes

Fallen Dystopia World – The worst possible outcome with everything lost with suffering and war normal

- Fallout series
- Wasteland

Different World Archetypes

Perfect Utopia – Opposite to the fallen world in that everything has ended with the best possible solution. A conflict has to be created to break the utopia, otherwise there would not be any story.

- Super Mario World
- Legend of Zelda

Different World Archetypes

Newborn World (Awakening) – This is a genesis based world that has just been created and is within its infancy. There is no history so anything can become possible.

- Minecraft
- Terraria

Different World Archetypes

Changing world – A major disruption within the equilibrium of the world with outside forces that create a conflict so strong, the world will never be the same again. When the change occurs the players usually enter the scene.

- The Walking Dead

- Resident Evil

Different World Archetypes

Ending world (Dying) – Similar to the fallen world however, the dying world has a lot of history, is very old and will cease to exist within the near future. Heroes might be able to save the worlds inhabitants but will not be able to prevent, delay or save the world.
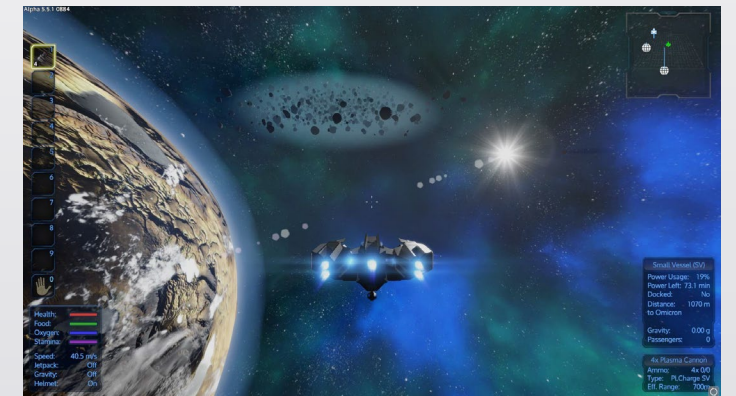
- Marvel vs Capcom 3

- Terraria

Different World Archetypes

Newly Discovered World – More than one race / species have discovered a new world at the same time and a conflict begins involving the unknown.

- No Man's Sky

- Empyrion - Galactic Survival

Different World Archetypes

Destroyed world – Learning to survive, rebuild and move on after a world has been destroyed / annihilated beyond recognition.

- Rage

- The Technomancer

Tip of the iceberg

- Why would I need all this research if the player will only see 10%?

- It is your job to build a world that is a realistic to your idea as possible with detail that the player will see and immerse themselves within. Having key visual research can help others within a team also start to construct ideas more constructively.

One liner comparison

- When selling a game idea it is easier to draw on similar examples that already exist in order to create a vision that an executive will buy into. It is important therefore to consider the following:

- Genre

- Type of gameplay

- Hint at what the game world will be like

Formula for the one liner

- A [GENRE OF GAME] (optional sime to [GAME] with a [TYPE OF CHARACTER] who [ACCOMPLISHES A GOAL] in [TYPE OF GAME WORLD]

Formula for the one liner TIPS

1. PICK WELL KNOWN EXAMPLES

2. TRY TO SHOW THE UNIQUENESS OF THE IDEA

3. USE AN OPTIONAL GAME TO HELP CLARIFY THE IDEA

4. TRY TO STICK TO THE FORMULA AS BEST AS YOU CAN

One Liner Task

- Try to create a one liner for the following games, based on the previous formula:

- Super Mario – A platformer following a plumber who protects the mushroom kingdom and rescues his Princess Peach from the brutish King Koopa in their perfect utopia.

- Sonic the Hedgehog – A fast paced platformer following a charismatic hedgehog trying to stop a mad scientist on a mission to conquer their perfect utopia.

- Legend of Zelda – An action-adventure game focused on an elf-like protagonist whose goal is to protect and save the kingdom of Hyrule and its Princess Zelda from the wrath of a demon warlord Ganondorf on his pursuit to become all powerful.

- Halo – A first-person shooter exploring the battle between humanity and an alien force from outer space.

- Call of Duty – A first-person shooter following a soldier fight through WWII as the chaos ensues.

- Pokémon – An RPG following a young trainer on a quest to discover all there is to know about Pokémon and become the greatest Pokémon trainer of their time.

- Street Fighter – A hardcore fighting game where you can choose from a selection of skilled fighters to progress through a tournament and become a champion