




Game Worlds Task

Lecturer – Keiran Blaszczyk



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.
2. How does using history create a response from the player?
3. How does history influence the game play or environments?



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

AQUILUS

ALTAIR

EZIO

EDWARD

CONNOR

AVELINE

NI



Different World Archetypes

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



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.

The background of the slide is a faded, dark image of the Civilization V title screen. It features the Statue of Liberty, the Leaning Tower of Pisa, a sailing ship, and the Great Pyramids of Giza. The text 'SID MEIER'S CIVILIZATION V' is prominently displayed at the top, with the 'V' being a large, stylized yellow letter.

SID MEIER'S CIVILIZATION V

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.

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.





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. Hero's might be able to save the worlds inhabitants but will not be able to prevent, delay or save the world.



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.

Different World Archetypes

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





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 as 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
- Sonic the Hedgehog
- Legend of Zelda
- Halo
- Call of Duty
- Pokémon
- Street Fighter