## 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.





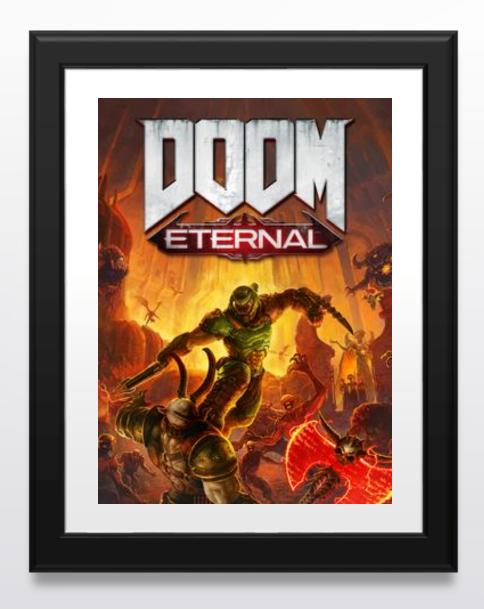


 Perfect Utopia – Opposite to the fallen world in that everything has ended with the best possible solution. A conflict has to be created to break the utopia, otherwise there would not be any story.



 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.





 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.



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

 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 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

- 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