MVP, CF, VS, GDD

and other abbreviations

This week

- Monday:
  - Lecture: MVP, CF, VS, GDD
  - Work on GDD
- Tuesday: Work on GDD
- Wednesday:
  - Lecture: Juiciness
  - Mattias meeting
  - Work on GDD
- Thursday: Work on GDD (Anna away)
- Friday: Work on GDD (Anna away)

Today

Theory

- Minimum Viable Product
- Core Features
- Vertical Slice
- Game Design Document

Practice

- Make GDD

Minimum Viable Product *(Minimum Viable Game)*

“**minimum viable product** (**MVP**) is a product with just enough features to gather validated learning about the product and its continued development.”

(https://en.wikipedia.org/wiki/Minimum_viable_product)

(minimum viable product)

(product)

HOW TO BUILD A MINIMUM VIABLE PRODUCT

The Wrong Way

1 2 3 4

The Right Way

1 2 3 4

© ENVOC 2015 / ENVOC.COM / BASED OFF OF BLOG.FASTMONKEYS.COM

envōc

HOW NOT TO BUILD A MINIMUM VIABLE PRODUCT

1 2 3 4

ALSO HOW NOT TO BUILD A MINIMUM VIABLE PRODUCT

1 2 3 4

HOW TO BUILD A MINIMUM VIABLE PRODUCT

1 2 3 4

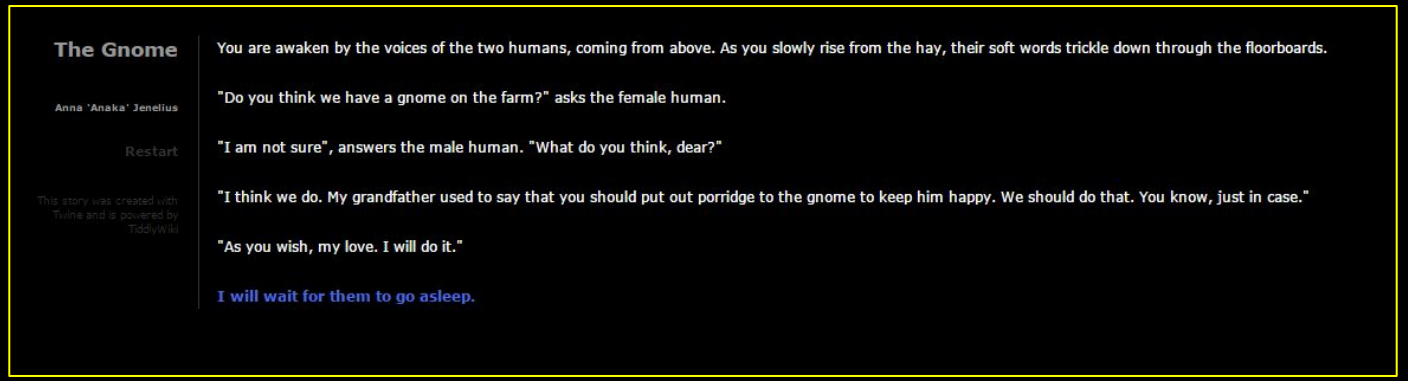
FRED VOORHORST

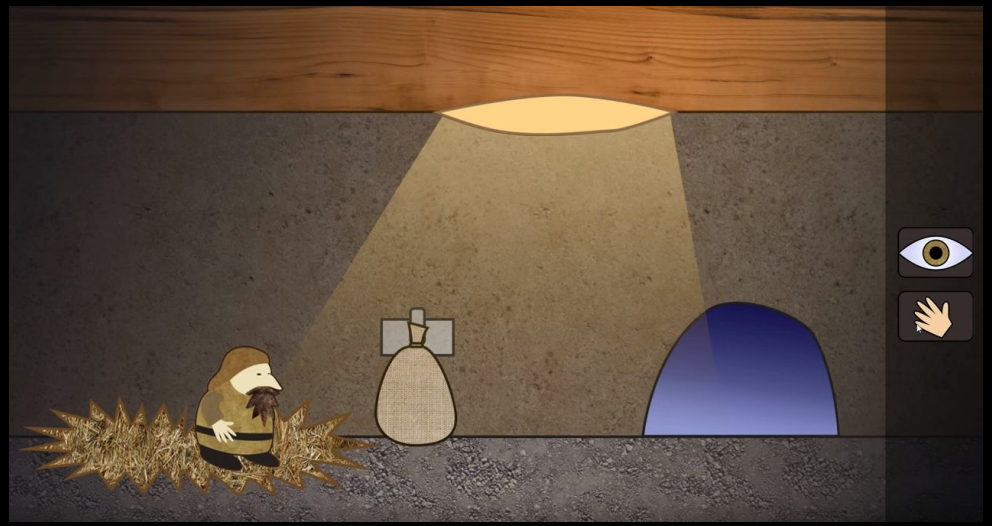
WWW.EXPRESSIVEPRODUCTDESIGN.COM

MINIMUM VIABLE PRODUCT
Delightful
Usable
Valuable
Feasible
Not this
Delightful
Usable
Valuable
Feasible
This

ITERATORS
GONNA
iterate

For Midvinter:





Väska

Core features

- Without these, there is no game
- No polish, no nice-to-haves

Examples

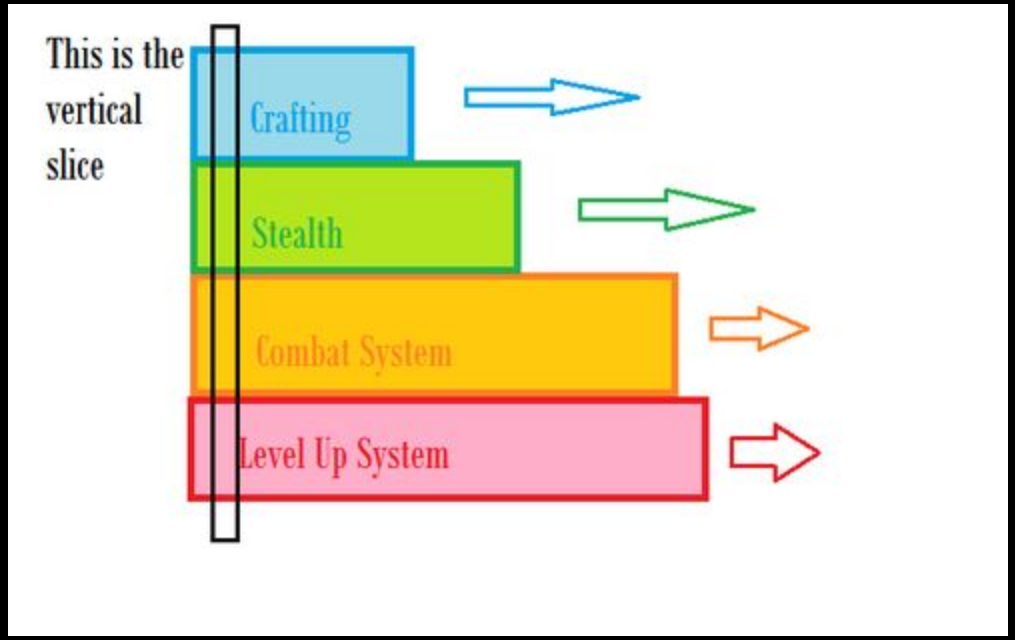
- In an FPS, to shoot
- In an RPG, a dialog system
- In a puzzle game, a solvable puzzle

Phases

- Production
- Alpha (Feature complete)
- Beta (Content complete)
- Gold Master/Release Candidate
- Post-launch

Vertical Slice

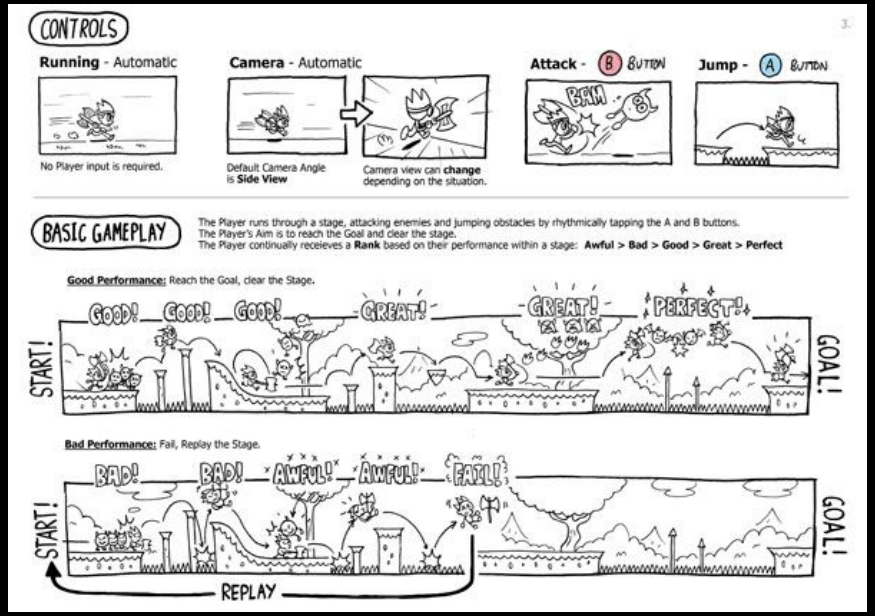
- Not a Minimal Viable Product
- All parts = production standard


This is the vertical slice
Crafting
Stealth
Combat System
Level Up System

When VS?

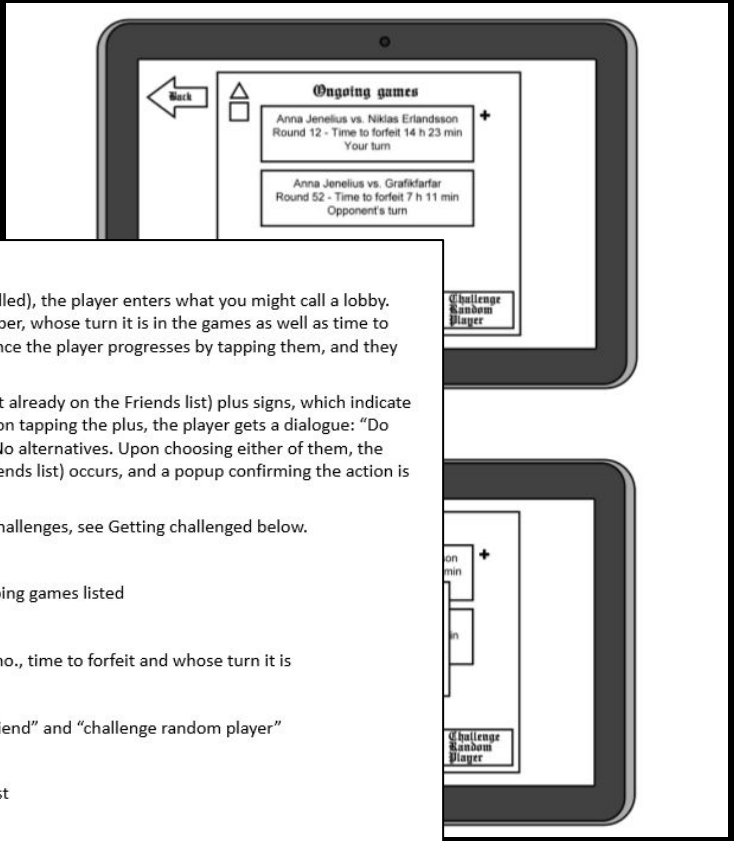
Game Design Document

- Describe the game
  - Everything, in detail
  - *But* easy to take in
- Get everyone onboard
- Work out problems
- *Get feedback!*
- Not a bible, but a living document



Capitals

- “Crucial”
  - Not Core Features
  - Vital to that part of game
- “Fluff”



Play!

Upon pressing Play (or whatever it will be called), the player enters what you might call a lobby. Here s/he can see ongoing games, turn number, whose turn it is in the games as well as time to forfeit. Each game should look “clickable”, since the player progresses by tapping them, and they should be placed in a scrollable list.

Next to the games are (if the opponent is not already on the Friends list) plus signs, which indicate that the player can be added as a friend. Upon tapping the plus, the player gets a dialogue: “Do you want to add XXXX to friends?” and Yes/No alternatives. Upon choosing either of them, the appropriate action (adding/not adding to friends list) occurs, and a popup confirming the action is shown.

This is also where the player can view new challenges, see Getting challenged below.

Crucial

- An “ongoing games” list with all ongoing games listed
- The above has to be scrollable
- Info about all games: Players, round no., time to forfeit and whose turn it is
- Back button
- Buttons for “play local”, “challenge friend” and “challenge random player”

Fluff

- Possibility to add players to friends list
- Scrollbar

Don’t...

“The player picks up coins.”

Do!

Coin pickup:

- Coin despawns
- Particle effect (same color as coin)
- Sound effect (happy - reference: <this.youtube.link>)
- Money Counter +=1 coin
- Check total Money, add extra effect if needed (see special Money Effects)
- Does not respawn
- etc...

And...

- What happens with coins in MP?
- How many coins per level?
- How does the total money accumulate through game?
- What are coins used for?
- Do all vendors accept coins?
- How does the game’s economy work?
- How do NPCs react to your enormous wealth?
- etc...

1. Game Overview

- Concept (Elevator Pitch)
- Feature set
  - Mobile? Hardcore? Platformer? Free-to-play?
  - Feel free to use buzzwords!
- Genre
- Target Audience
- Game flow
- Look-and-feel
- Scope

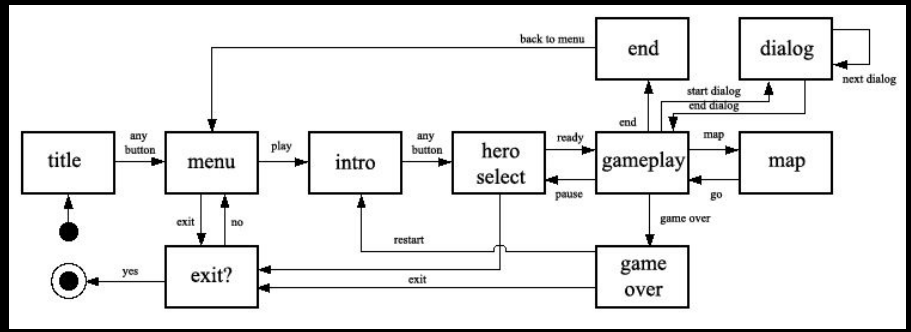
http://www.gameskinny.com/cxzs6/a-game-designers-guide-to-a-gdd-part-1

2. Features

- Gameplay
- Mechanics

3. Interface, Screens & Flow

- Interface
- Screens
- Screen flow



4. Characters & World

- Characters
  - Design
  - Technical
- Worldbuilding
- Artstyle

5. Technical

- Technical environment
- Dependables
- Ports

6. Management

- Time schedule
- Budget
- Risk assessment
- Team

Assignment #2

- Make a GDD for a fictional game
  - Think Spelprojekt 1, not World of Warcraft
- Individually
- Hand-in format: .pdf
- English

Assignment #2

- Done by: Thursday 2016-10-27, 23:59
  - Keep working in Unreal too!
- On Friday 28 October: Pitch your game (as if for investor)
- IG/G/VG
  - G: You have made a full GDD
  - VG: You show deep understanding of game design, how features and game loops work, and present it in a easy-to-understand way.

Template

https://payhip.com/b/TIcB

- You do not have to use all headlines.
- Everything relevant to the game, nothing irrelevant.
- When you don’t know (i.e. tech stuff, budget etc) - imagine/guess!