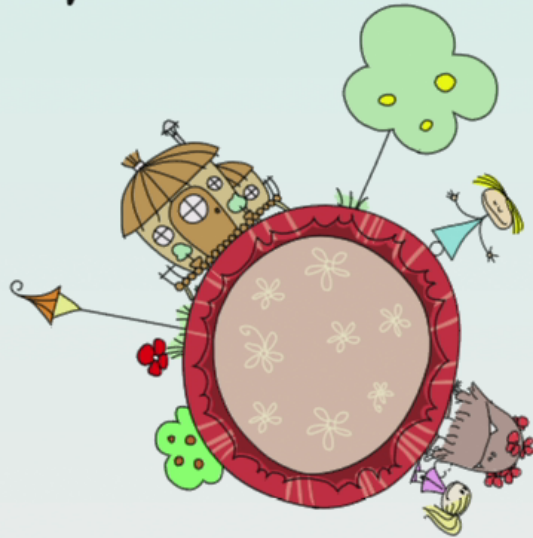


DOKI DOKI UNIVERSE [CORE:24078] [DOKI:24078] [RELEASE] [PS3]

Doki-Doki UNIVERSE™



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PRESS X

SWEET, SIMPLE, AND GENUINE

- DDU IS A FIRST PARTY TITLE WITH SONY OF AMERICA
- FOR PS3 / PS4 / VITA / AND HAS A COMPONENT OF IT ON MOBILE
- ALL DIGITAL
- WILL BE RELEASED THIS DEC.

PART I: STORY EXPLORATION GAME

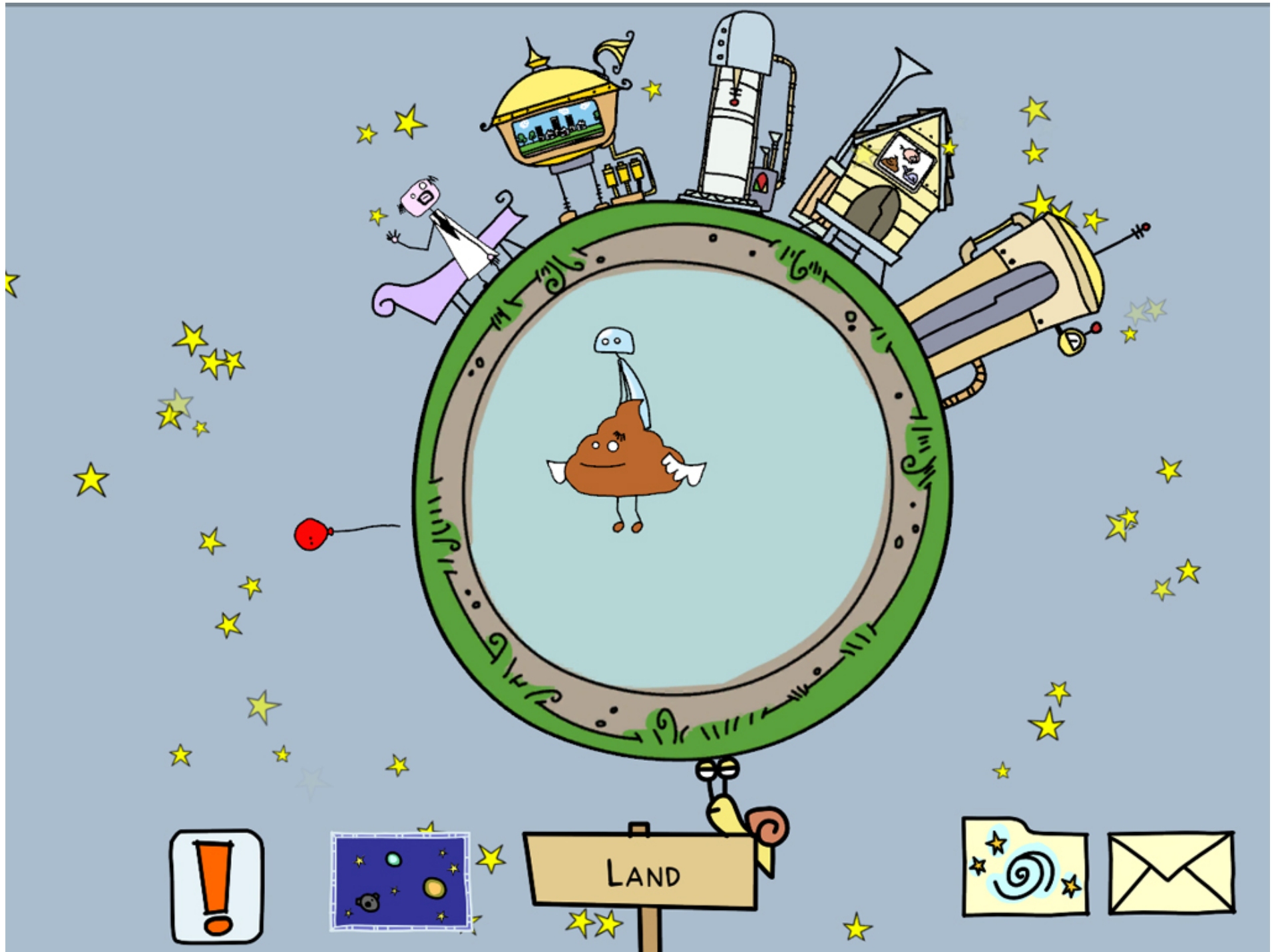


- DOKI DOKI UNIVERSE HAS 3 PARTS TO IT. ALL INTEGRATED INTO ONE PRODUCT.
- UNIFYING THEME OF PRODUCT IS HUMANITY – SELF-DISCOVERY.
- 1ST PART: INTERACTIVE STORY EXPLORATION GAME.
- OPEN ENDED – RPG/SIM GAME.
- TRAVEL AROUND GALAXY TO 26 PLANETS PLUS 9 MORE IN DLC (35 TOTAL)



- PLANETS ARE THEMED - CUTE, SCARY, ROBOT, UNDERWATER, EGYPTIAN, MEDIEVAL, ETC...
- ALSO THE STORY ON EACH PLANET THEMED AROUND SOME HUMAN TRAIT - LOVE, JEALOSY, PRIDE, ETC...
- HAS TO DO WITH THE LESSONS ABOUT HUMANITY QT3 IS LEARNING.

- YOU PLAY THE ROLE OF LITTLE ROBOT,
"MODEL QT377665"
- THIS IS YOUR HOME PLANET



- WHAT INSPIRED DOKI DOKI UNIVERSE....
- IN THE LITTLE PRINCE EACH PLANETOID IS A STATEMENT ABOUT SOME HUMAN QUALITY (SHORTCOMING)
- IT IS SWEET AND INSIGHTFUL... PART OF WHY IT'S SO MEMORABLE.

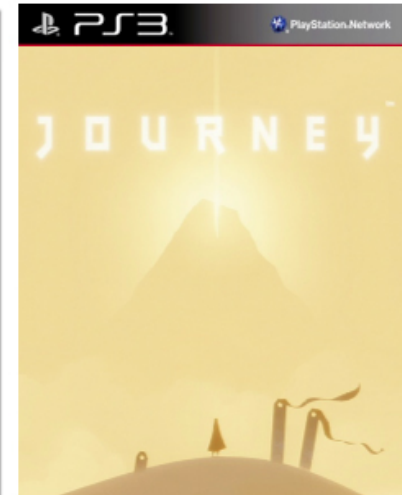
LE PETITE PRINCE





ANOTHER INFLUENCE WAS MANGA SERIES DR. SLUMP!

CONNECTION TO DR. SLUMP IS MORE THAN JUST THEMATIC,
OUR GAME A BIT LIKE AN INTERACTIVE MANGA.



OTHER GAMES THAT HAVE BEEN INSPIRATIONAL



MY ALL TIME CREATIVE INSPIRATIONAL HERO:
HAYAO MIYAZAKI

- THE SECOND ASPECT OF THE GAME IS:
THE PERSONALITY TEST.
- IN ONE SENSE THE GAME ITSELF IS A
PERSONALITY TEST.
- THE CHOICES YOU MAKE GIVE YOU
FEEDBACK ABOUT YOURSELF AS YOU
PLAY.
- ITS ALL PART OF THEME OF SELF-
DISCOVERY

SECOND ASPECT: PERSONALITY TEST

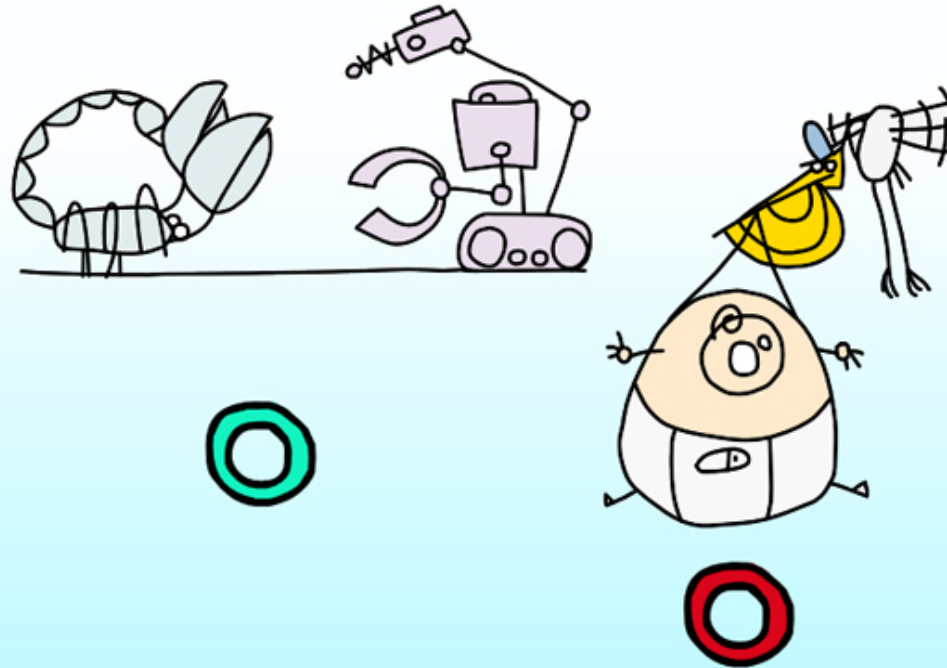


- MAIN PERSONALITY TEST ASPECT IS FOUND IN THE ASTEROIDS
- THERE ARE 55 PERSONALITY QUIZ ASTEROIDS (+36 MORE IN DLC)
- EACH ASTEROID HAS ABOUT 4 QUESTIONS (ABOUT 300 QUESTIONS - A LOT OF CONTENT)

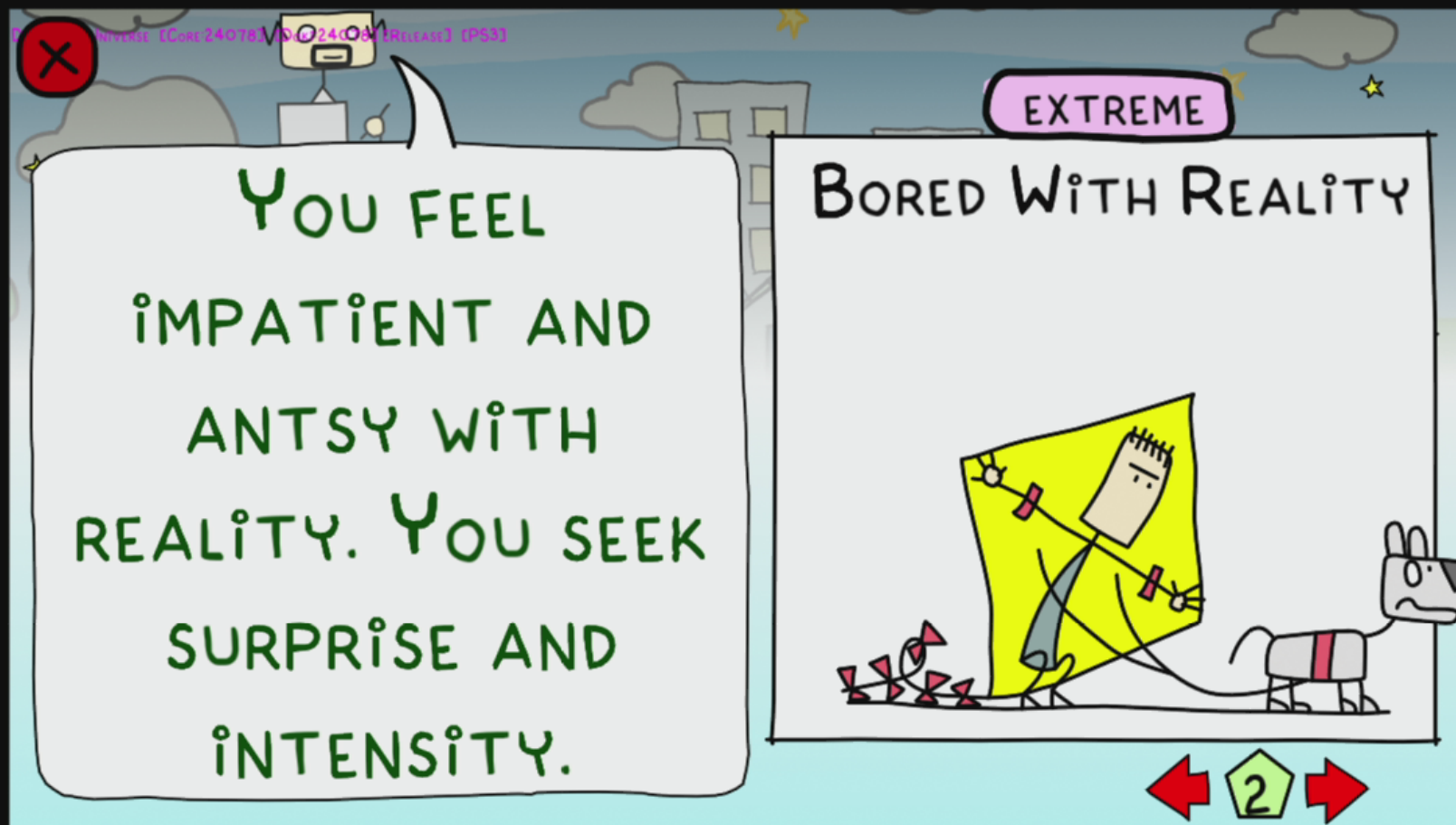




WHICH VIDEO GAME WOULD YOU BUY?



QUESTIONS ARE ALL VERY VISUAL



EACH ASTEROID GIVES YOU A MINI-ASSESSMENT



YIN



59%

GENTLE
AND
LOVING



YANG ★

41%

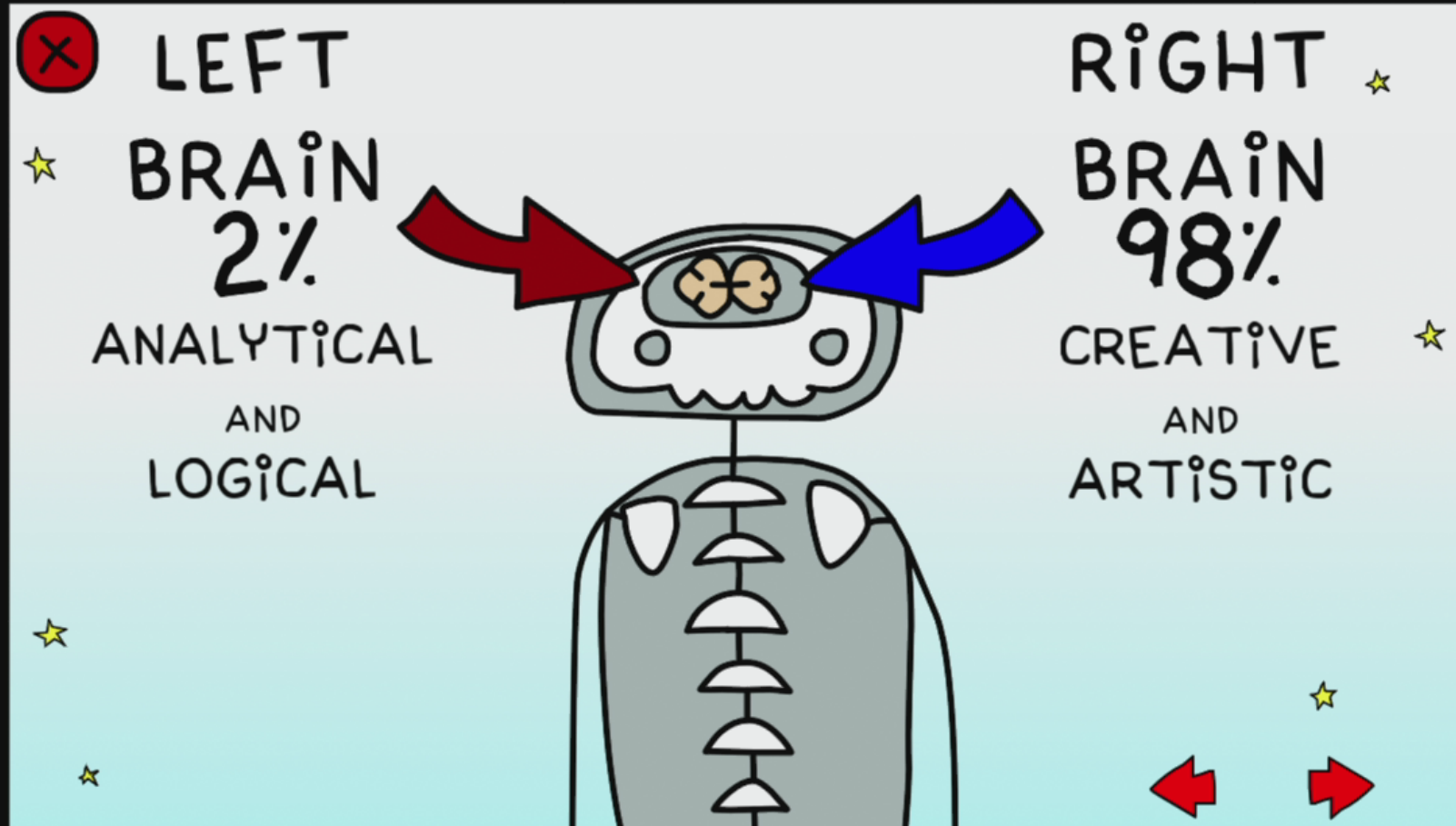
POWERFUL ★
AND
CONFIDENT



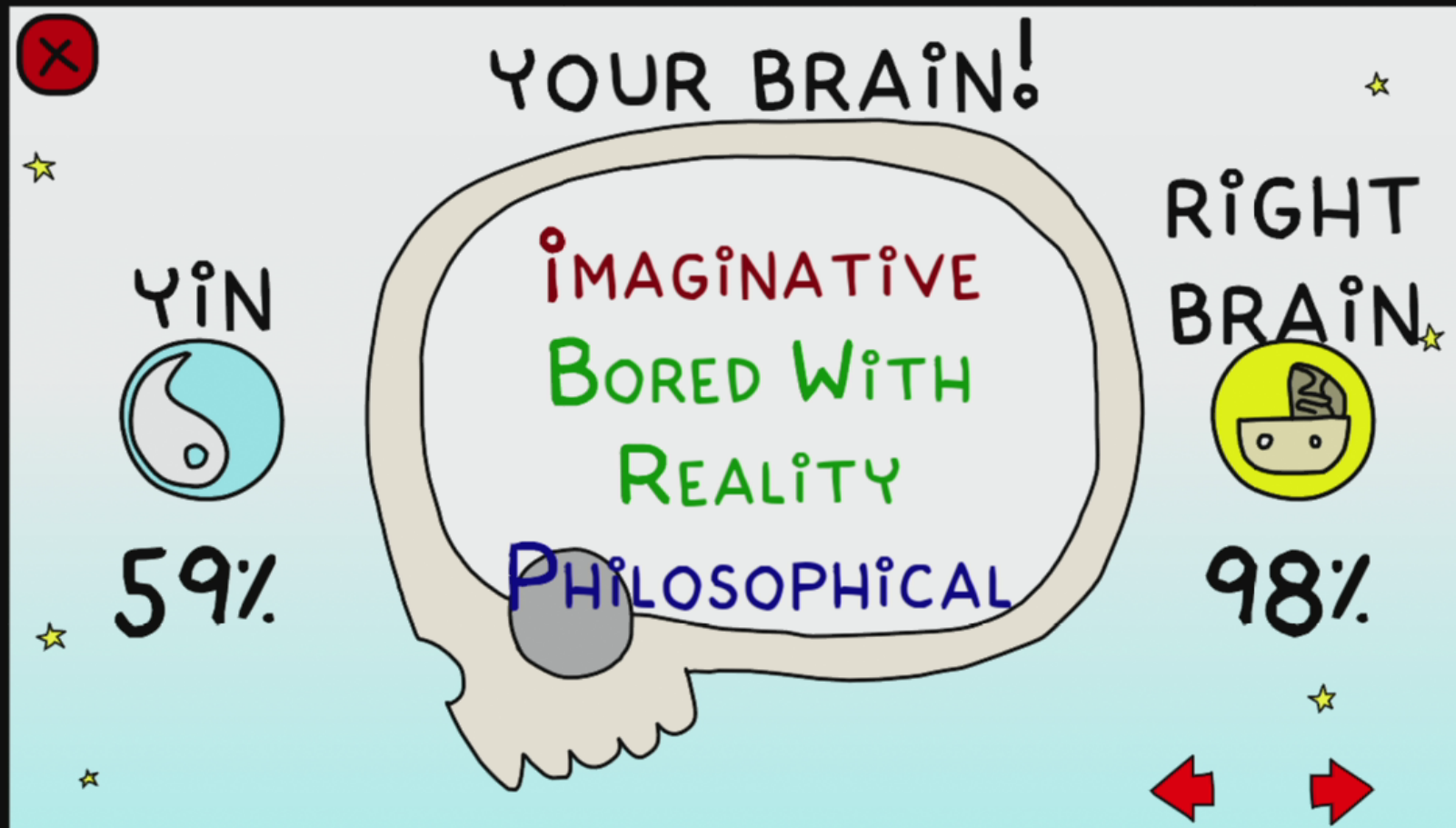
WE COLLECT AND POOL ALL THE DATA.

THE MORE YOU ANSWER THE MORE ACCURATE THE
ASSESSMENT GETS.

THE THERAPIST ON YOUR HOME PLANET GIVES YOU FULL
ASSESSMENT



GENERALLY POSITIVE AND AFFIRMING BUT WE TRY HARD TO BE ACCURATE.



A LOT OF WORK WENT INTO THE ALGORITHMS FOR EVALUATING PERSONALITY.

BASED ON: MEYERS BRIGGS / ENNEAGRAMS / JAPANESE METHODOLOGY CALLED KOKOLOGY

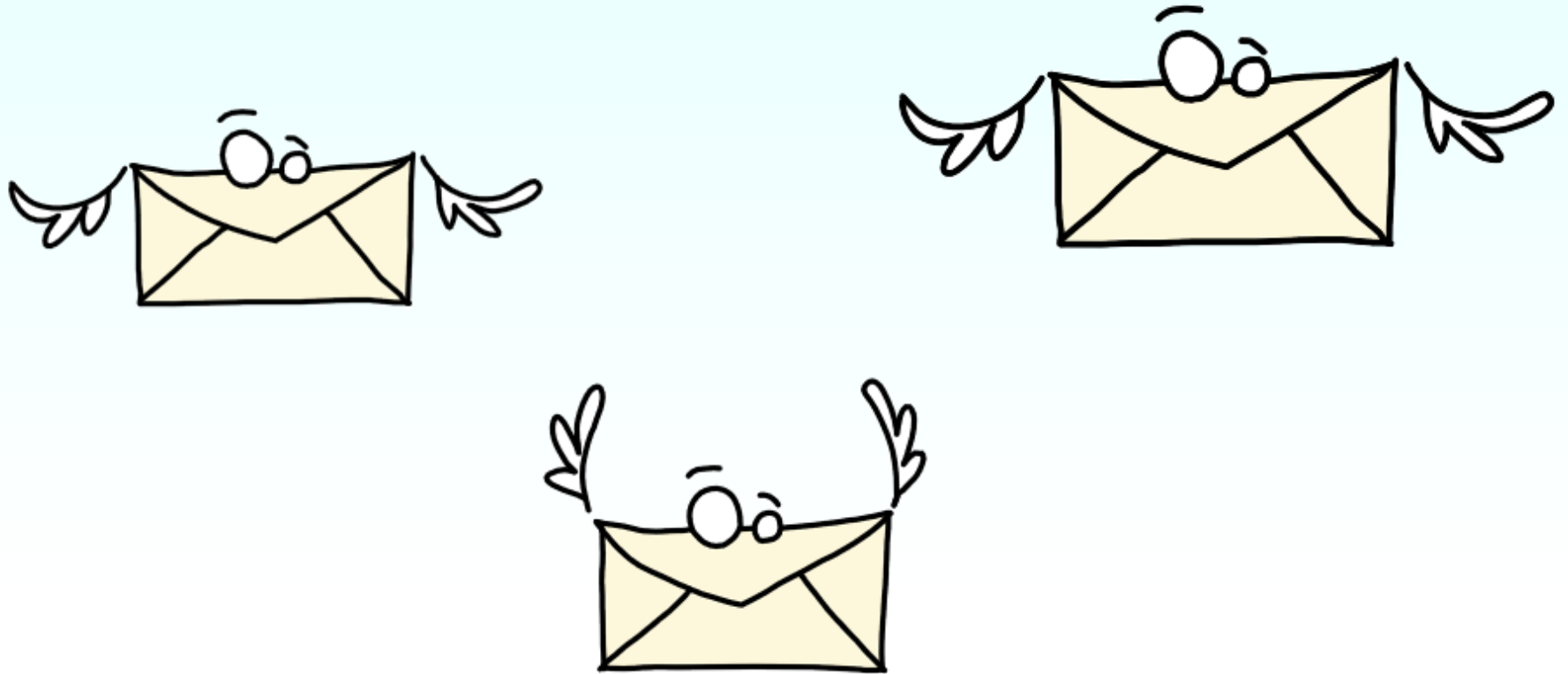


GET TO SEE YOUR PERSONALITY GRAPHED IN A LOT OF FUN WAYS

GET NEW GRAPHS AS THE GAME PROGRESSES

DR. THERAPIST GIVES YOU A PHONE CALL WHEN THERE IS SOMETHING NEW TO SHOW

THIRD PART: ANIMATING MESSAGING SYSTEM



GOALS IS TO HELP PEOPLE CONNECT WITH EACH OTHER
IN EMOTIONAL AND EXPRESSIVE WAYS.

- IN DOKI DOKI MAIL: SEND AND RECEIVE MESSAGES CROSS-PLATFORM WITH YOUR FRIENDS
- YOU ALSO GET ANIMATING LETTERS FROM THE NPCs WHO YOU'VE HELPED, OR GOTTEN TO KNOW, AS YOU PLAY.
- USE A TAGGING SYSTEM AND 2000 ANIMATIONS TO ANIMATE ANYTHING YOU TYPE



JUNIOR



DEAR QT3. I'M ACTUALLY STARTING

TO  LIKE THE     

BETTER, BUT STRANGELY MY DAD

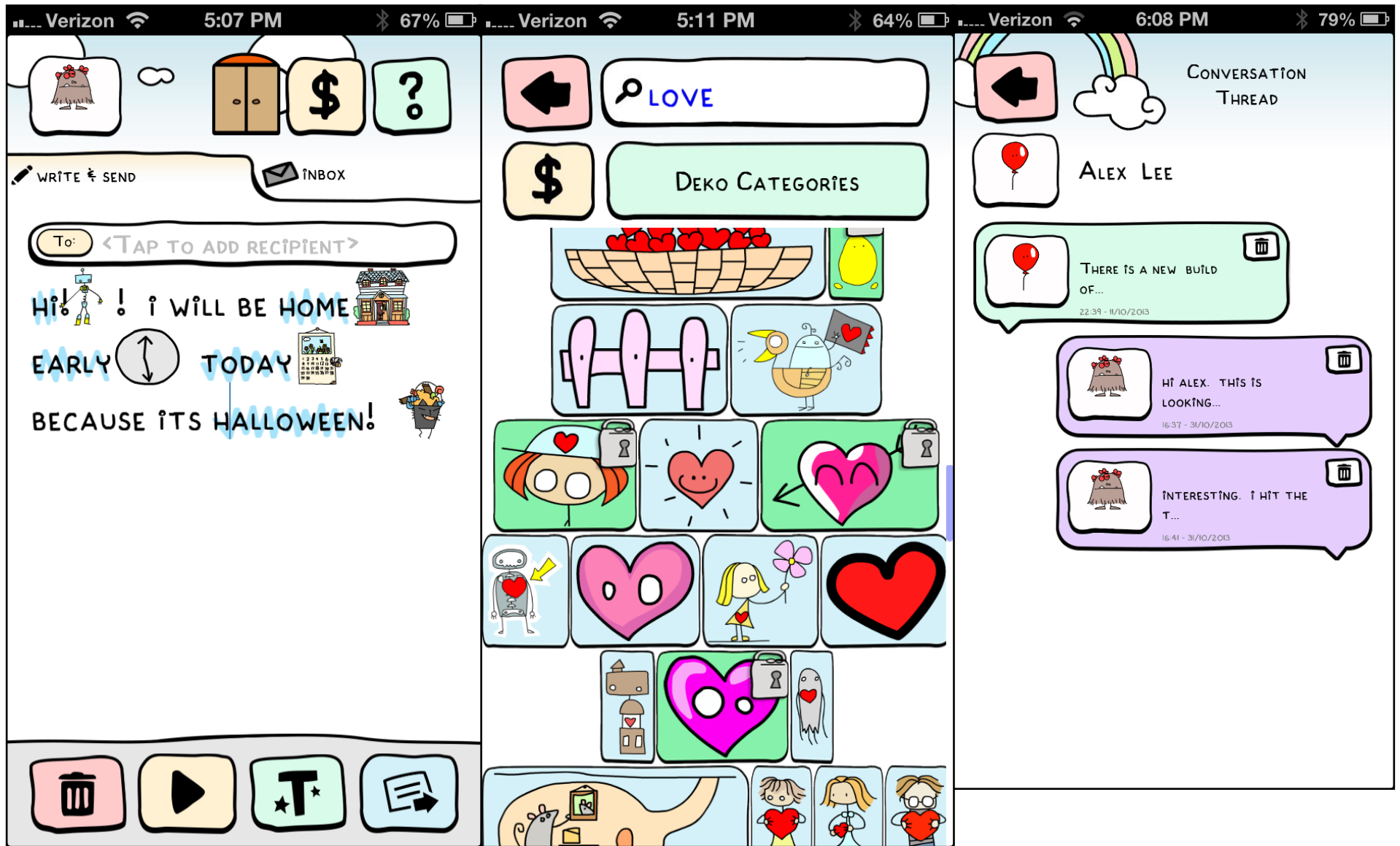


NOW LIKES TO GET WARM

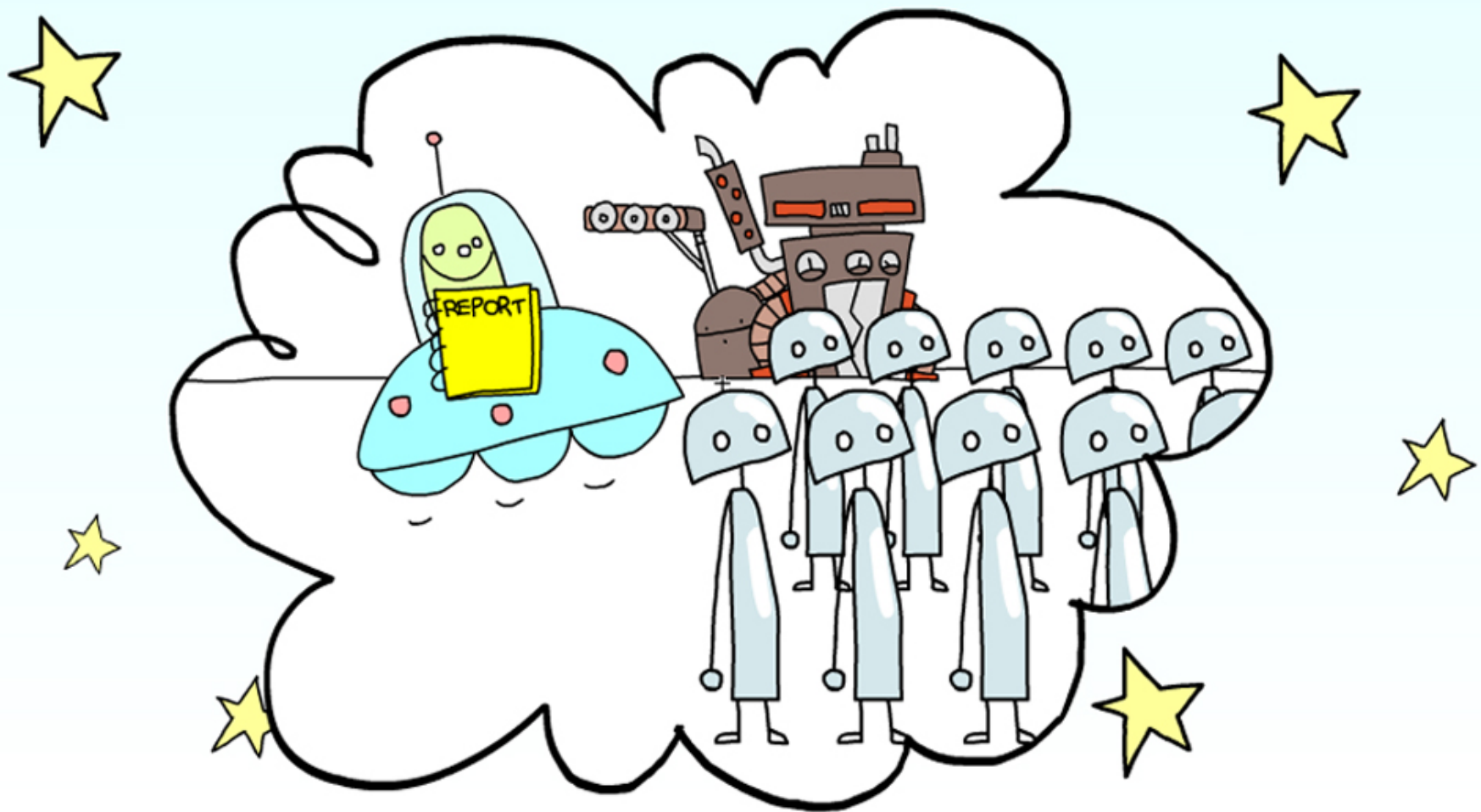
SOMETIMES.  ISN'T THAT

      LIFE CAN BE SO





CROSS PLATFORM – CAN COMMUNICATE FROM MOBILE TO SONY DEVICES.

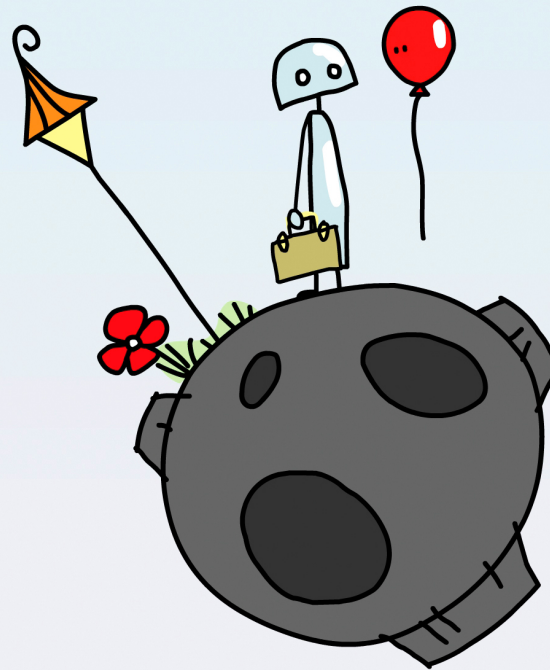


QT3 HAS TO LEARN HOW TO BE MORE HUMAN OR GET
SCRAPPED

NOT JUST QT3 BUT THE FATE OF HIS ENTIRE LINE DEPENDS
ON HIM

IN DOKI DOKI UNIVERSE : STRONG THEME OF PURITY AND INNOCENCE
AS EMBODIED BY QT3

THIS THEME OF "PURITY" IS A VERY JAPANESE THEME





MY JAPANESE WIFE
IS CONVINCED THAT
I WAS A JAPANESE
PEASANT WOMAN IN
MY PAST LIFE

WHICH MIGHT
EXPLAIN A LOT

OUR GOALS:

SUSPEND DISBELIEF



FANTASY OF CHARACTERS
AND WORLD



HUMANITY



MEANING

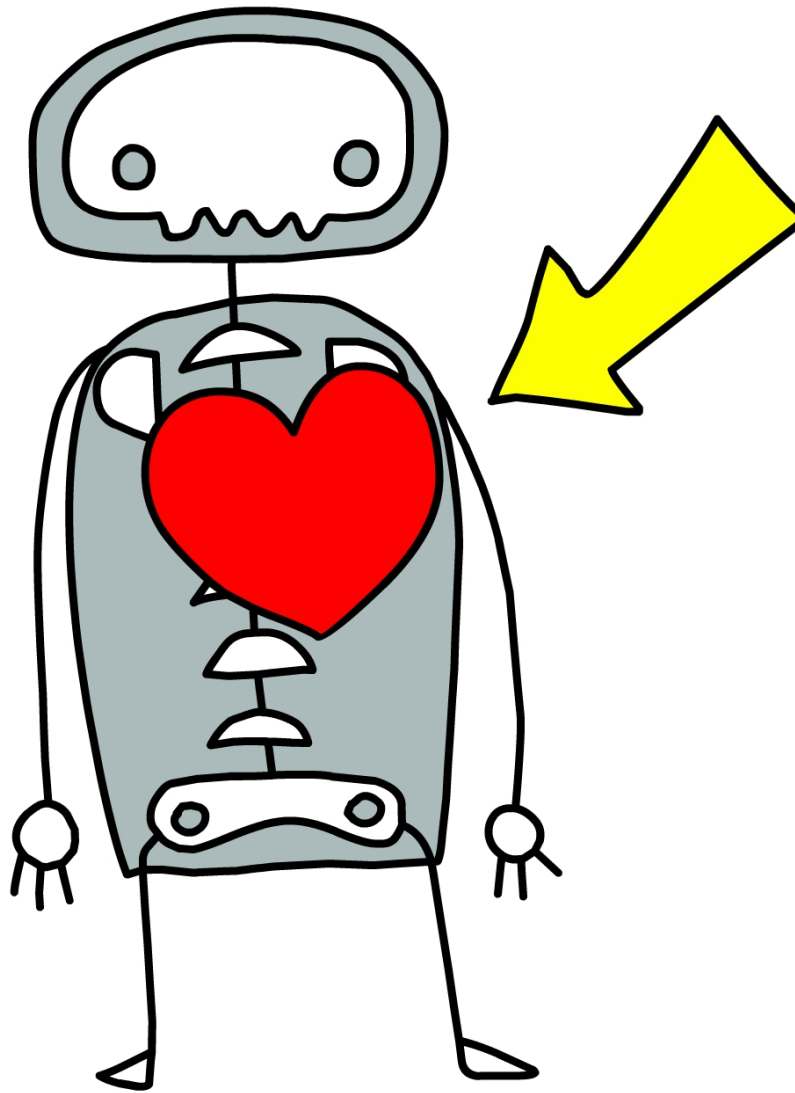


FOR THIS WE NEED INTERACTIVE STORY...

THE REAL BIG GOAL FOR DOKI DOKI UNIVERSE IS:
EMOTIONAL CONNECTION.

SPECIFICALLY WE WANTED TO TOUCH ON SOME
SWEETER EMOTIONS. THE KIND THAT MAKE YOU
SMILE AND GET TEARY-EYED AT THE SAME TIME.

HOW DO YOU ACHIEVE THIS IN A GAME?



PHYSIOLOGICAL MACHINERY OF EMOTION

- ESSENTIALLY YOU NEED BRING PEOPLE OUT OF THEIR HEADS AND INTO THEIR HEARTS. YOU NEED TO GET THEM TO CARE
- TO DO THIS YOU NEED TO GET PEOPLE TO FORGET... EVEN FOR A MOMENT THAT IT'S A GAME. IT'S A BIT OF A MAGIC TRICK.
- ONCE YOU MANAGE THIS, PHYSIOLOGY TAKES OVER AND EMOTION HAPPENS BY ITSELF. THAT'S BECAUSE WE'RE ALL JUST BAGS OF CHEMICALS.
- THE GOOD NEWS IS A LOT OF PLAYERS (NOT ALL) ARE IN IT FOR THE FANTASY. THEY WANT TO SUSPEND THEIR DISBELIEF AND PLAY PRETEND
- HOW DO YOU ACCOMPLISH THIS MAGIC TRICK? THERE ARE ACTUALLY LOTS OF WAYS. HERE ARE A FEW OF THE THINGS WE TRIED...



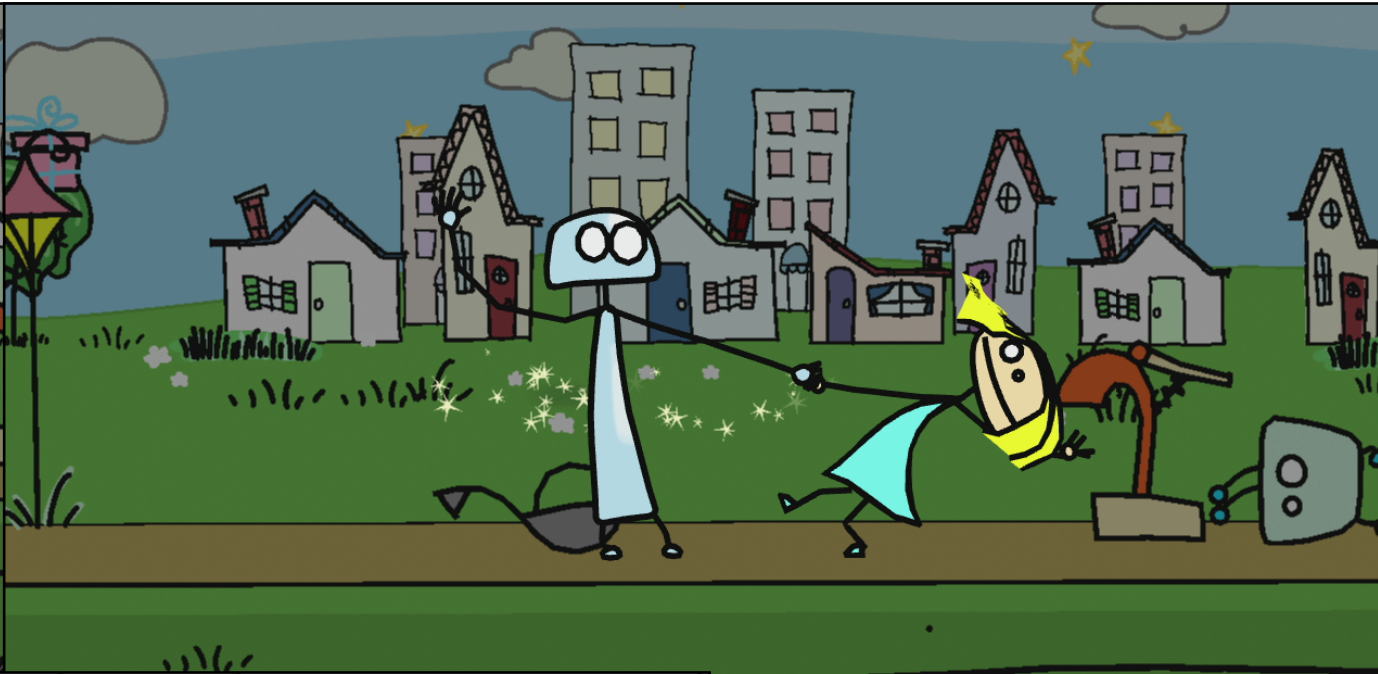
BUSY LIVING WORLDS

- CREATE BUSY LIVING WORLDS:
- CREATE CHARACTERS THAT SEEM TO HAVE A PURPOSE, I.E., THINGS THEY CARE ABOUT.
- NPCs THAT DON'T JUST STAND AND DO NOTHING., THIS MAKES THEM SEEM MORE ALIVE.
- IN DOKI DOKI UNIVERSE WE USE WHAT WE CALLED "LIFE-SCRIPTS", THESE CHANGED BASED ON THE CHAPTER OR WORLD STATES.



HUGE UNIVERSE

- HUGE UNIVERSE – THERE'S VAST AMOUNT OF CHARACTERS AND CONTENT IN OUR GAME
- THIS IS A PICTURE OF MY OFFICE WALL
- SIZE AND DIVERSITY ISN'T REALLY NECESSARY TO ACHIEVE EMOTIONAL CONNECTION, IN FACT...
- BREADTH WILL ALMOST ALWAYS WORK AGAINST DEPTH...
- STILL... THE SENSE OF A WHOLE UNIVERSE TO EXPLORE SPARKED MY IMAGINATION
- AND I THOUGHT MAYBE IT WOULD FOR OTHERS



EXPRESSIVE
PLAYER
BEHAVIORS

TOUCH!

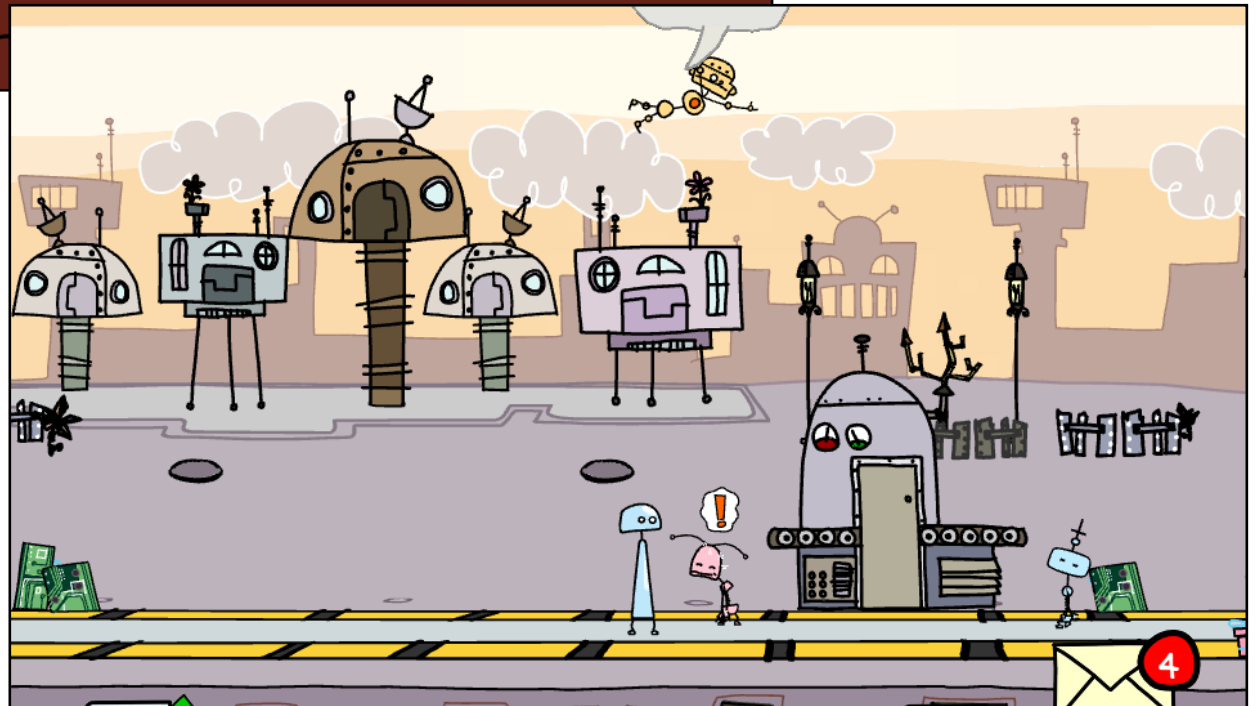
- EXPRESSIVE PLAYER BEHAVIORS CAN BE IMPORTANT IN TAPPING INTO SOMEONES EMOTIONAL SPACE
- WE BUILT A LIBRARY OF (200) EXPRESSIVE PLAYER ANIMATIONS
- I DON'T HAVE ANY PROOF FOR THIS, BUT I THINK CHARACTERS TOUCHING OTHER CHARACTERS, HUGGING, LIFTING, POKING, DANCING... WHATEVER, GIVES YOU GREATER EMOTIONAL IMPACT. IT IS A LITTLE HARDER TO DEAL WITH TECHNICALLY.

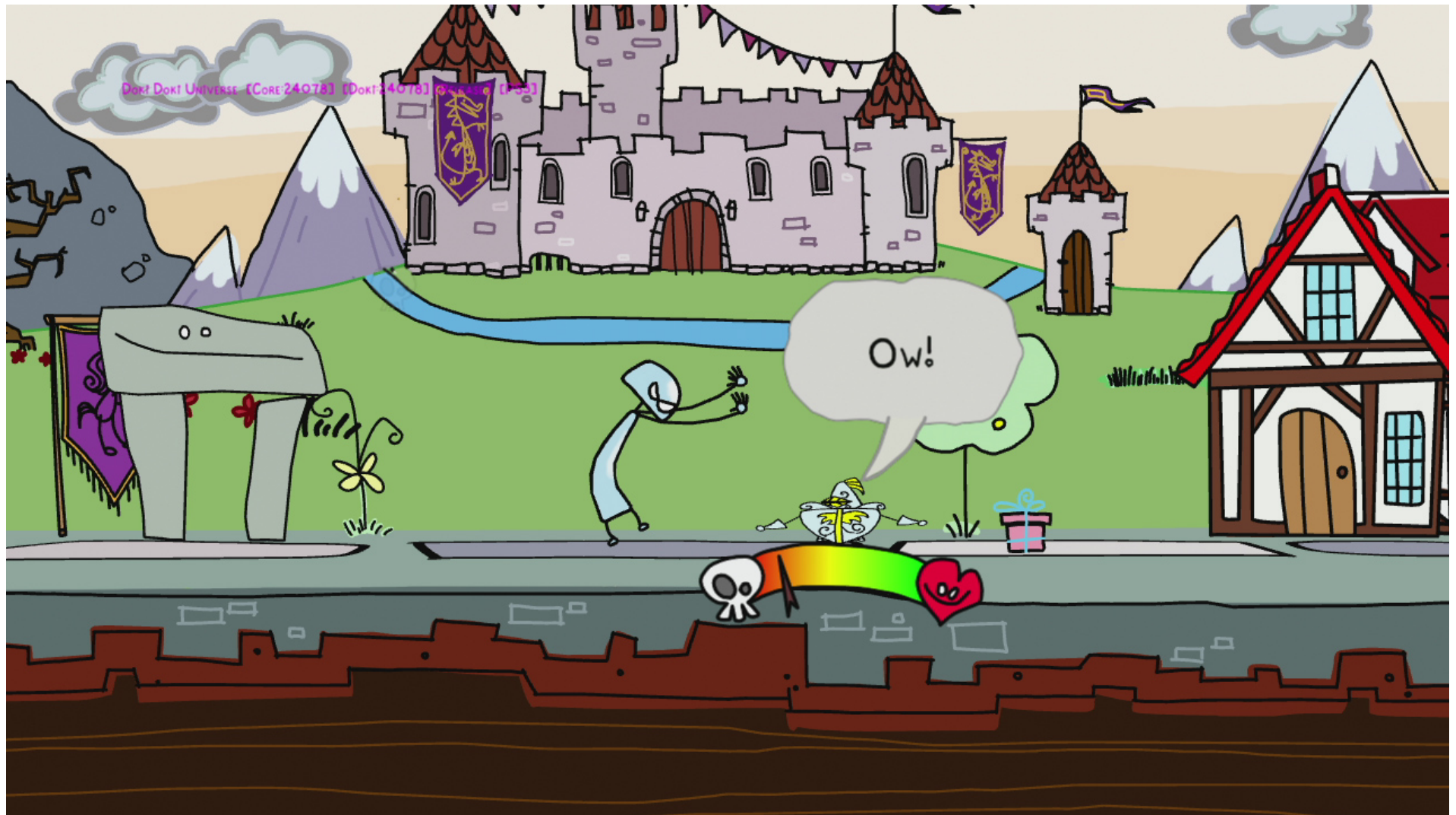
- PHYSICAL ACTIONS OFFER A CERTAIN VISCERAL IMPACT.
- IN DOKI DOKI UNIVERSE YOU CAN LIFT NPCS AND MAKE THEM FLOAT (SOME LIKE IT AND SOME DON'T)
- OR FLING THEM INTO THE AIR (THEY MAY LOVE YOU OR HATE YOU FOR IT).



MAKE THEM
FLOAT

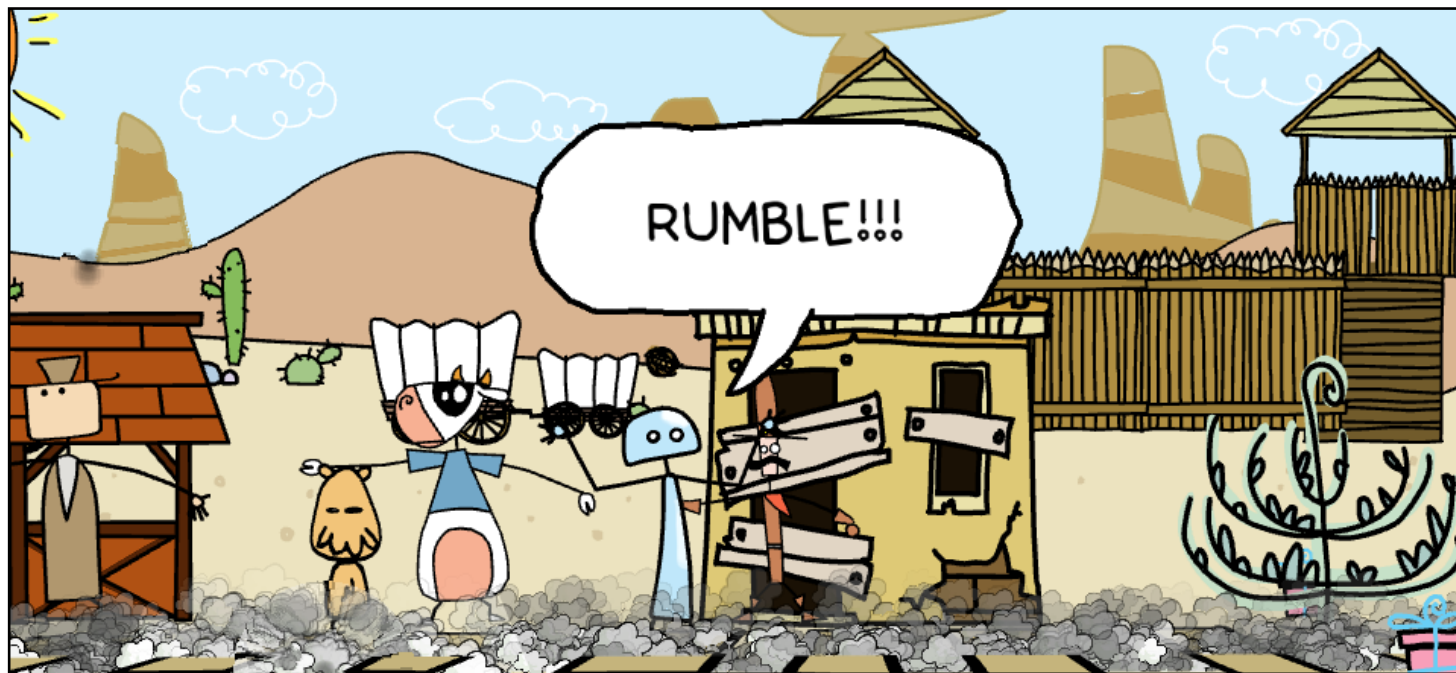
FLING
THEM





YOU CAN EVEN POUND THEM INTO THE GROUND
(SOME NPCs ACTUALLY THINK IT'S FUN)

- MORE PHYSICAL INTERACTION: YOU CAN USE YOUR RUMBLE POWER...
- AND TILT THE WORLD TO KNOCK EVERY ONE OVER.
- LEARNING WHAT CHARACTERS LIKE AND DON'T LIKE IS PART OF THE GAME.



TILT THE
WORLD





DIRECT CONTROL

AWARENESS OF IRRATIONAL PLAYER BEHAVIOR

- DIRECT CONTROL AND NPC AWARENESS OF IRRATIONAL BEHAVIOR ARE 2 OTHER ROADS TO EMOTIONAL CONNECTION
- DIRECT CONTROL MEANS CONTINUOUS CONTROL. IN THIS CASE – WE USE THE REAR SCREEN OR RIGHT STICK FOR GESTURING. THIS GIVES A STRONGER FEELING OF YOU 'DOING THE ACTION'.
- IN DOKI DOKI UNIVERSE, IF YOU GREET NPCs REPEATEDLY THEY START TO WONDER ABOUT YOUR SANITY. THIS MAKES THEM FEEL MORE ALIVE

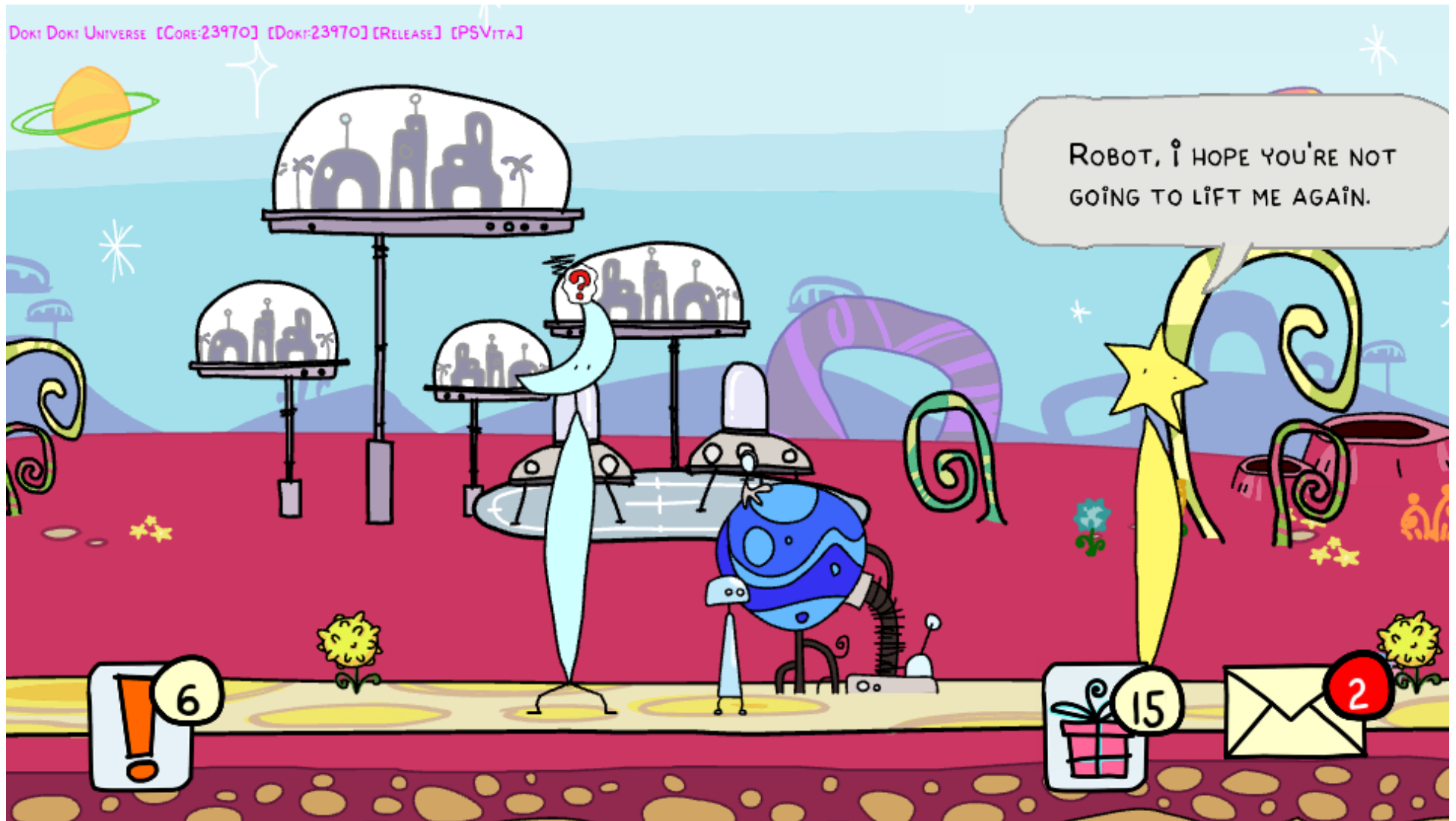


ANY CHARACTER CAN REACT TO ANY THING

- ONE OF OUR GOALS WAS TO HAVE ANY OF (150) NPC REACT TO ANY OF THE (330) OBJECTS IN WAYS THAT MADE SENSE
- WE TAGGED OUR OBJECTS WITH PROPERTIES AND NPCs REACT TO THOSE. (OBJECTS HAVE 5 TO 15 PROPERTIES EACH)
- NPCs CAN EAT, KICK, POKE, HUG, CHASE AND BE CHASED BY THINGS.
- THEY CAN ALSO COMMENT ON PROPERTIES THEY LOVE OR HATE



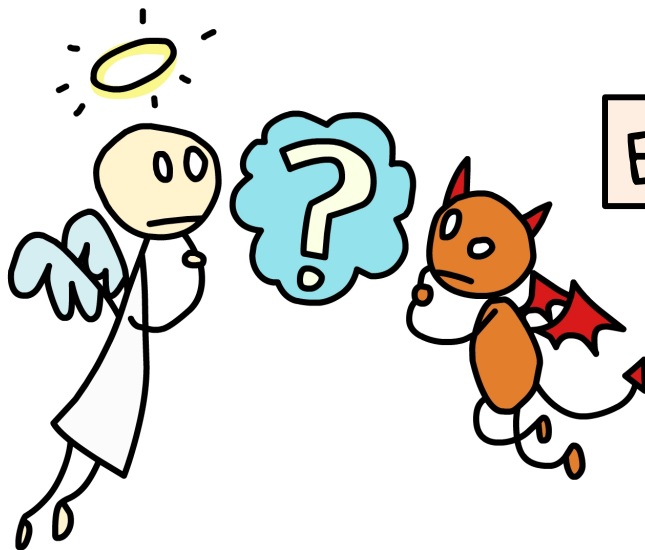
NPCS REACT TO PROPERTIES BASED ON PERSONALITIES



CHARACTERS REMEMBER WHAT YOU DID
COMMENT ON IT LATER

CHARACTERS YOU CARE ABOUT =

CHARACTERS WHO STRUGGLE
WITH THE HUMAN ISSUES



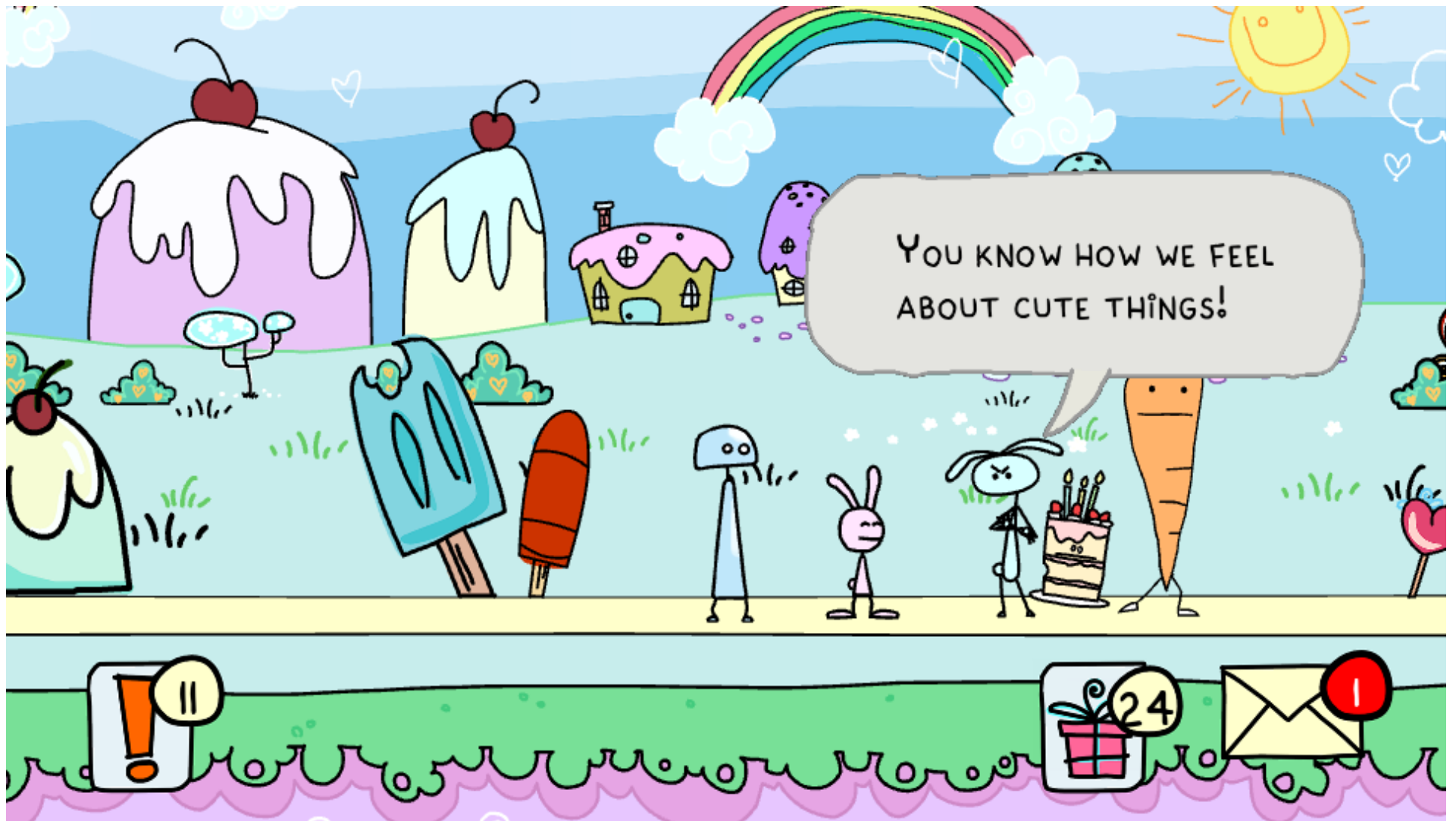
EMOTIONALLY VULNERABLE



..THE LITTLE SNOWMAN WHO HATES THE COLD,
BUT IS ASHAMED TO LET HIS FATHER KNOW.



...THE SEA MONSTER WHO JUST WANTS PEOPLE TO CALL HIM BY HIS REAL NAME, MATTHEW.



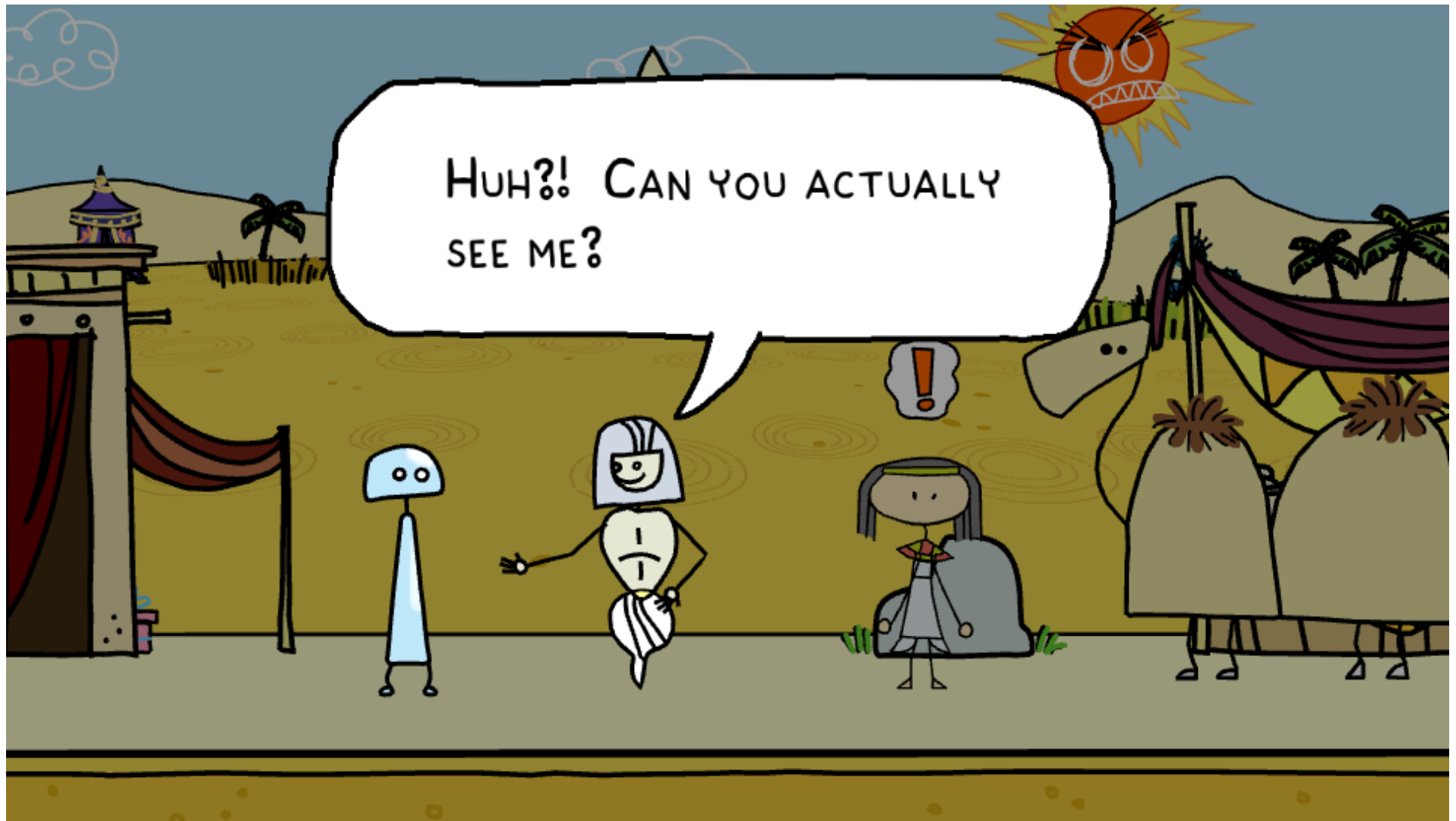
...A RABBIT WHO BULLIES EVERYONE ELSE BECAUSE HE HATES CUTE THINGS.

REALLY, HE IS JUST ANGRY AT HIMSELF FOR BEING CUTE



FRANK, WHO HAS BEEN TURNED INTO A TOILET ON HIS WEDDING DAY.

HE GETS CHASED ALL OVER THE PLACE BY QUESY SIMON HAD SOME BAD RAW OYSTERS AND NEEDS TO VOMIT



...RAMSEES IS A GHOST WHO IS DEPRESSED BECAUSE THE WOMAN HE LOVES CAN'T SEE HIM

AND SHE IS CONVINCED HE LEFT BECAUSE HE DIDN'T LOVE HER. HE'S OF COURSE RIGHT THERE.

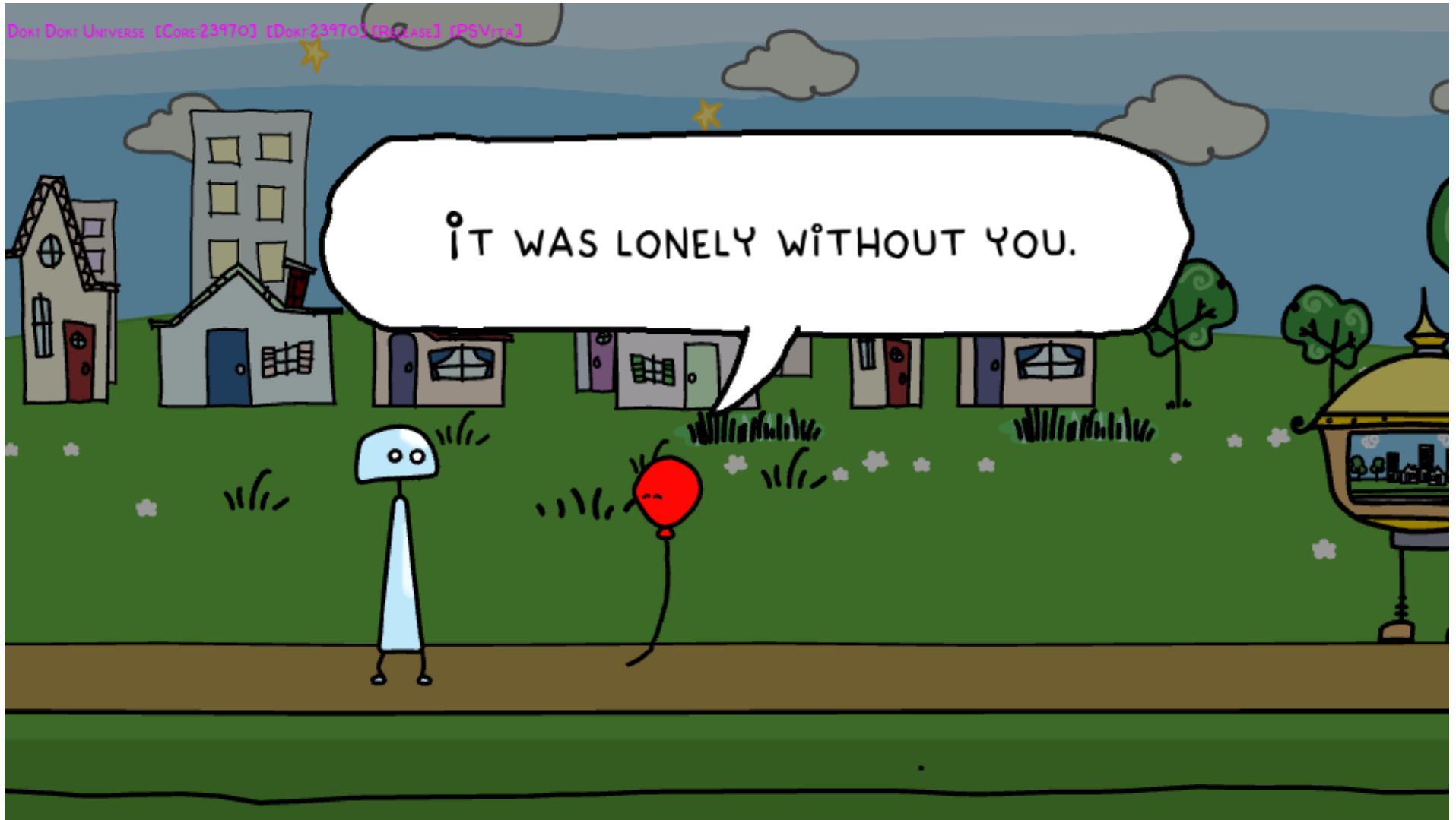


A SCARECROW WHO GUARDS HIS GARDEN AGAINST A SINGLE LITTLE CHICK NAMED PERSEPHONE.

THEN WHEN SHE RUNS OFF BECAUSE HE FORGETS HER BIRTHDAY, HE IS TOO PROUD TO ADMIT HE NEEDS HER.



A DRILL SERGEANT HULA INSTRUCTOR AND THE GUY WHO HAS
A CRUSH ON HER BUT IS TOO SHY TO SAY ANYTHING



OF COURSE, LITTLE BALLOON WHO WAITS FOR YOU ON YOUR HOME PLANET AND BRAVELY TRIES TO KEEP HER SPIRITS UP WHEN YOU ARE GONE.

THESE ARE SOME OF THE TOPICS I CUT FROM THIS TALK BECAUSE IT GOT TOO LONG:

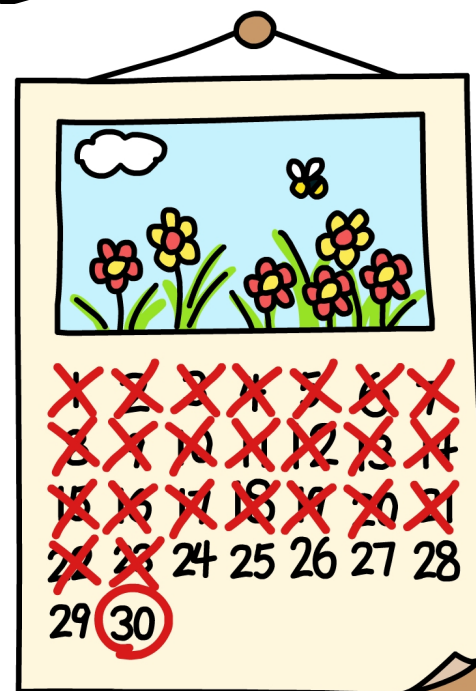
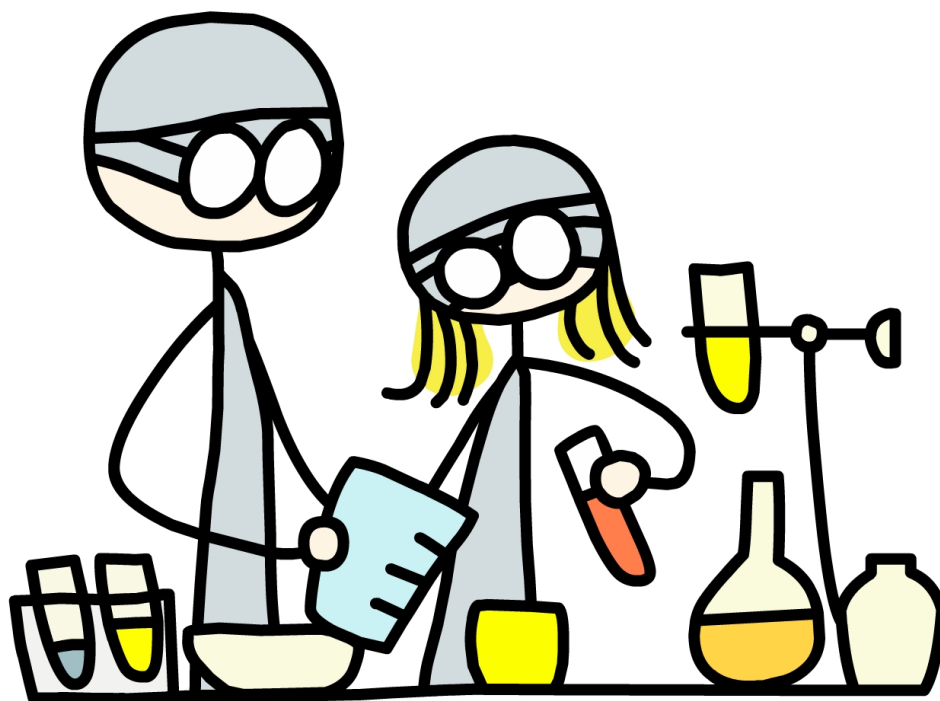
PERSISTENT RELATIONSHIP STATES WITH NPCs

FREEDOM OF ACTION - NON-LINEAR STORY

CLEAR PLAYER GOALS

BALANCING TOOL CREATION FOR CONTENT

FINAL WORD



- IT'S REALLY TOUGH TO DO EXPERIMENTATION AND INNOVATION IN THE INTERACTIVE STORY SPACE ON A SCHEDULE. MY HAT IS OFF TO ANYONE THAT TRIES.
- I THINK THERE IS NO ONE RIGHT ANSWER... STILL, I THINK THE MOST INTERESTING AND EFFECTIVE WORK WILL BE DONE IN THE INTERSECTION OF SIMULATION AND SCRIPTED STORY.
- ON THIS PROJECT WE LEARNED THAT BREAKING STORY INTO SMALL PIECES AND THEN FILTERING WHICH PIECES YOU DELIVER BASED ON WORLD AND CHARACTER STATES CAN WORK.
- WE ALSO LEARNED THAT LAYERING SIMPLE INTERRUPT DRIVEN AI SYSTEMS ON TOP OF EACH OTHER RATHER THAN CREATING ONE BIG HEAVY AI SYSTEM CAN BE EFFECTIVE.

- OUR GAME IS HARDLY THE FINAL ANSWER.
- IT'S SWEET, AND SIMPLE, AND I THINK, GENUINE.
- HOPEFULLY IT WILL, AT LEAST, BE GOOD FOOD FOR THOUGHT, AND BRING A FEW SMILES.