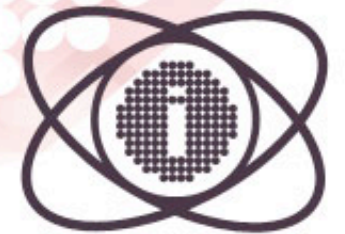
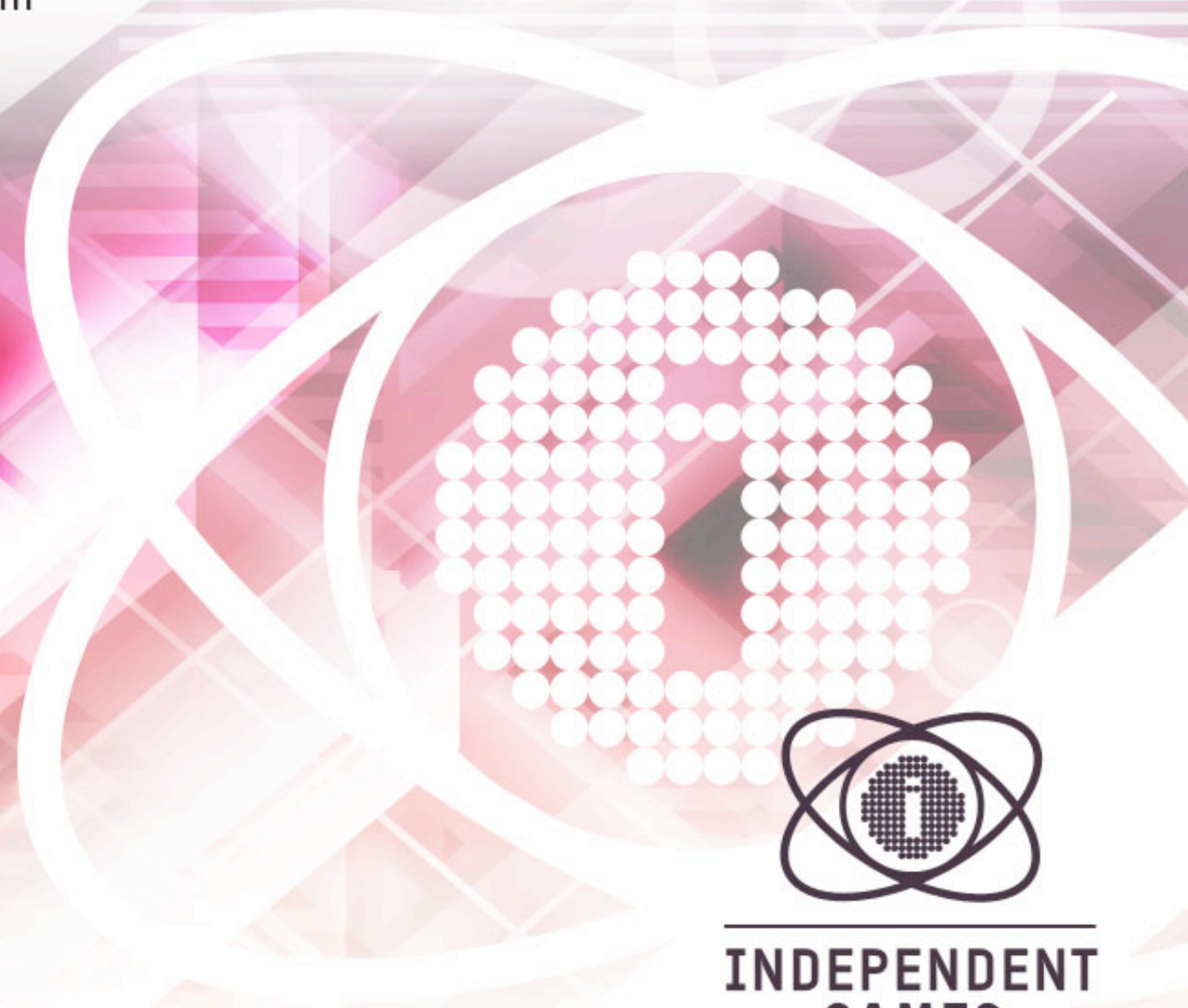


GDC Europe

Game Developers Conference™ Europe 2011
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INDEPENDENT
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KABOOM-ZABONK: Creating Art and Game Mechanics Together

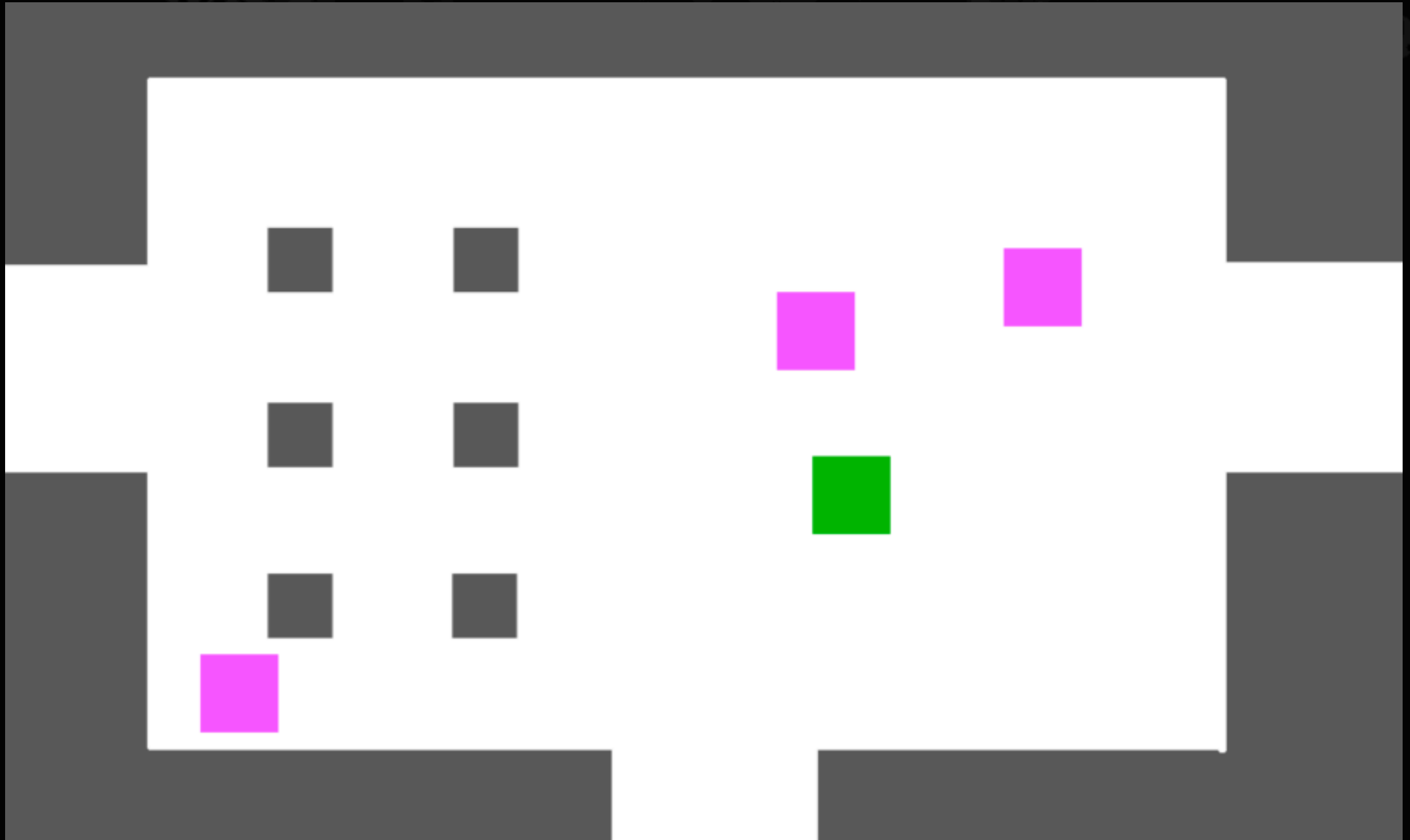
Mattias Ljungström and Marek Plichta

Spaces of Play

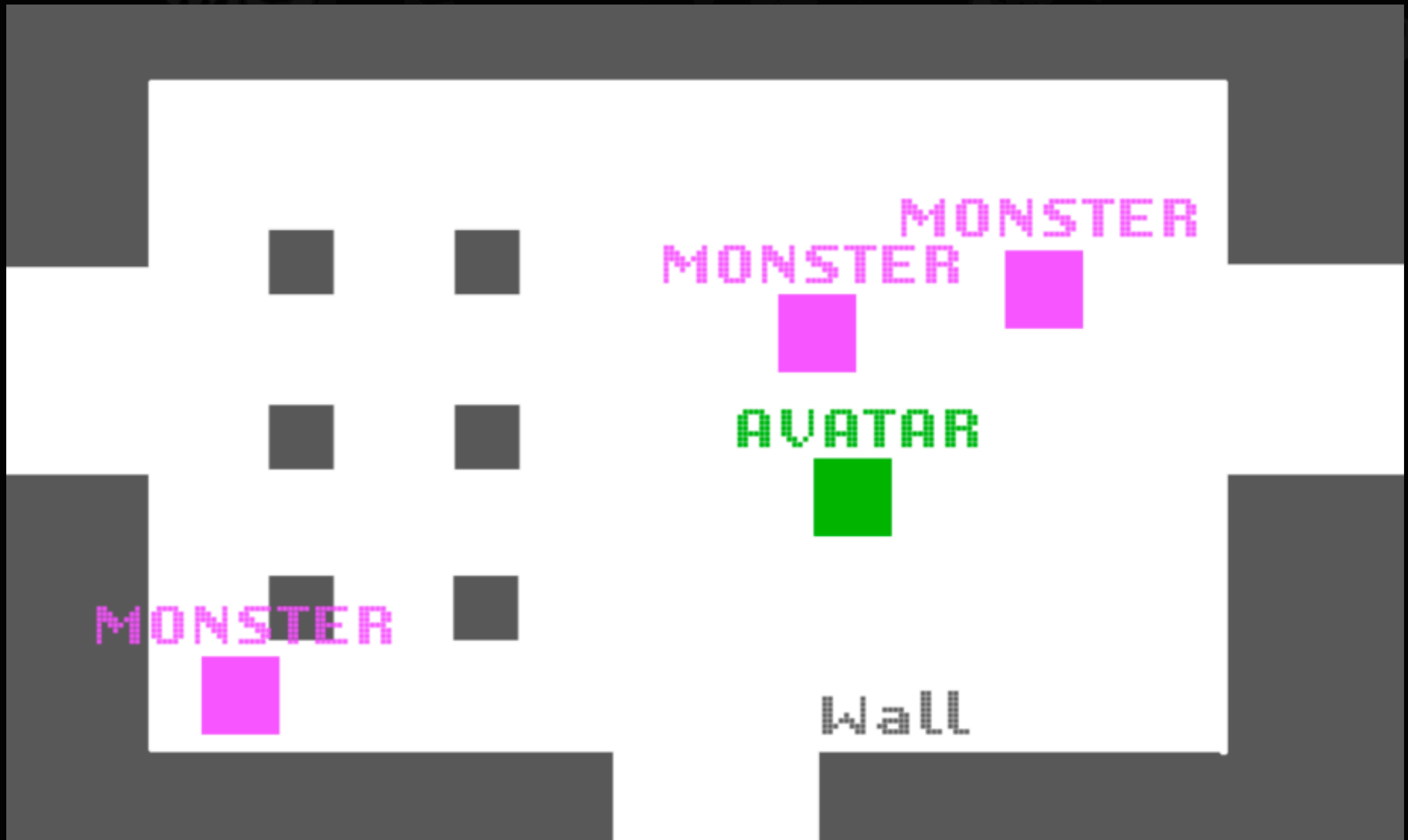


Spirits

Creating Art and Game Mechanics Together



Some early game prototype...

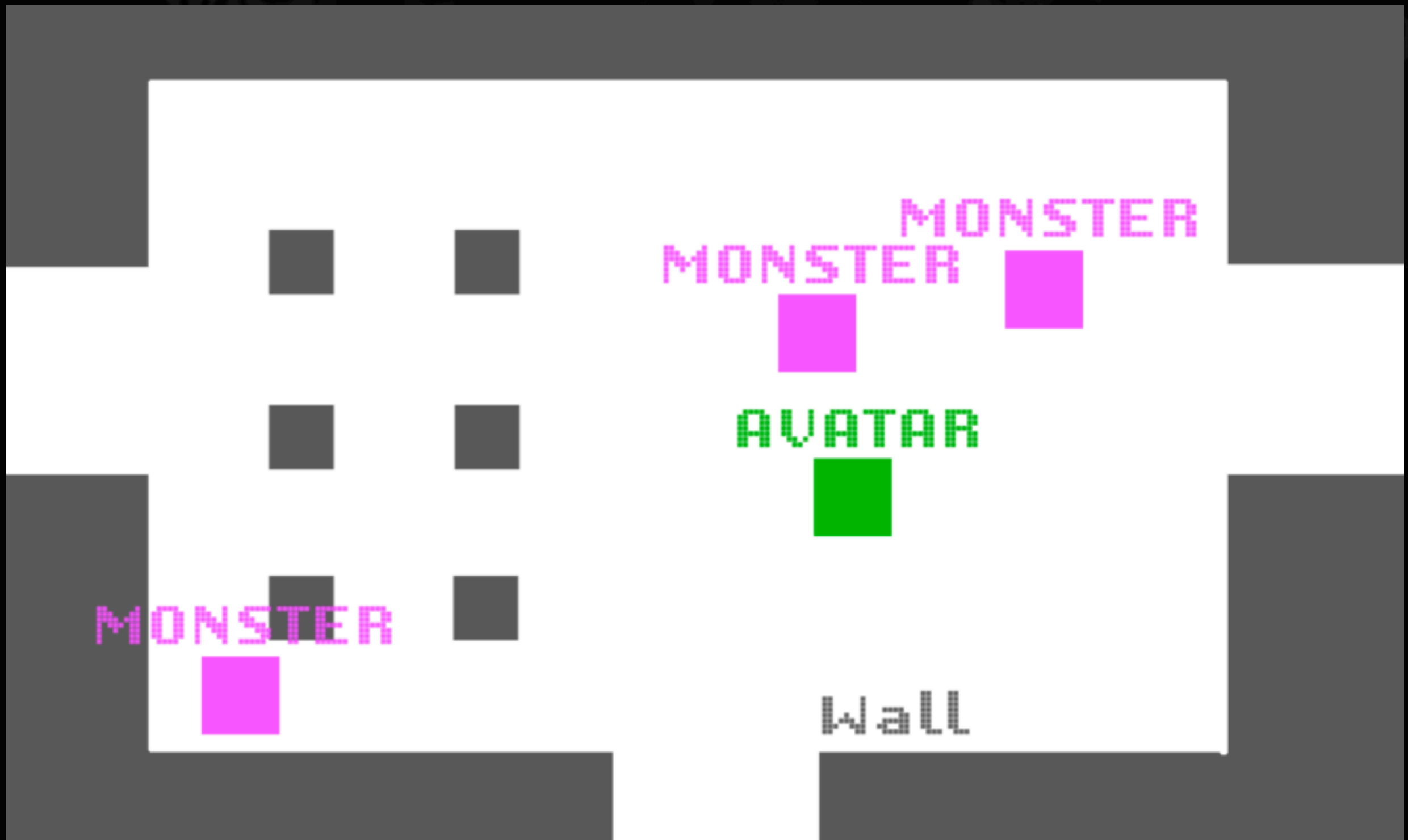


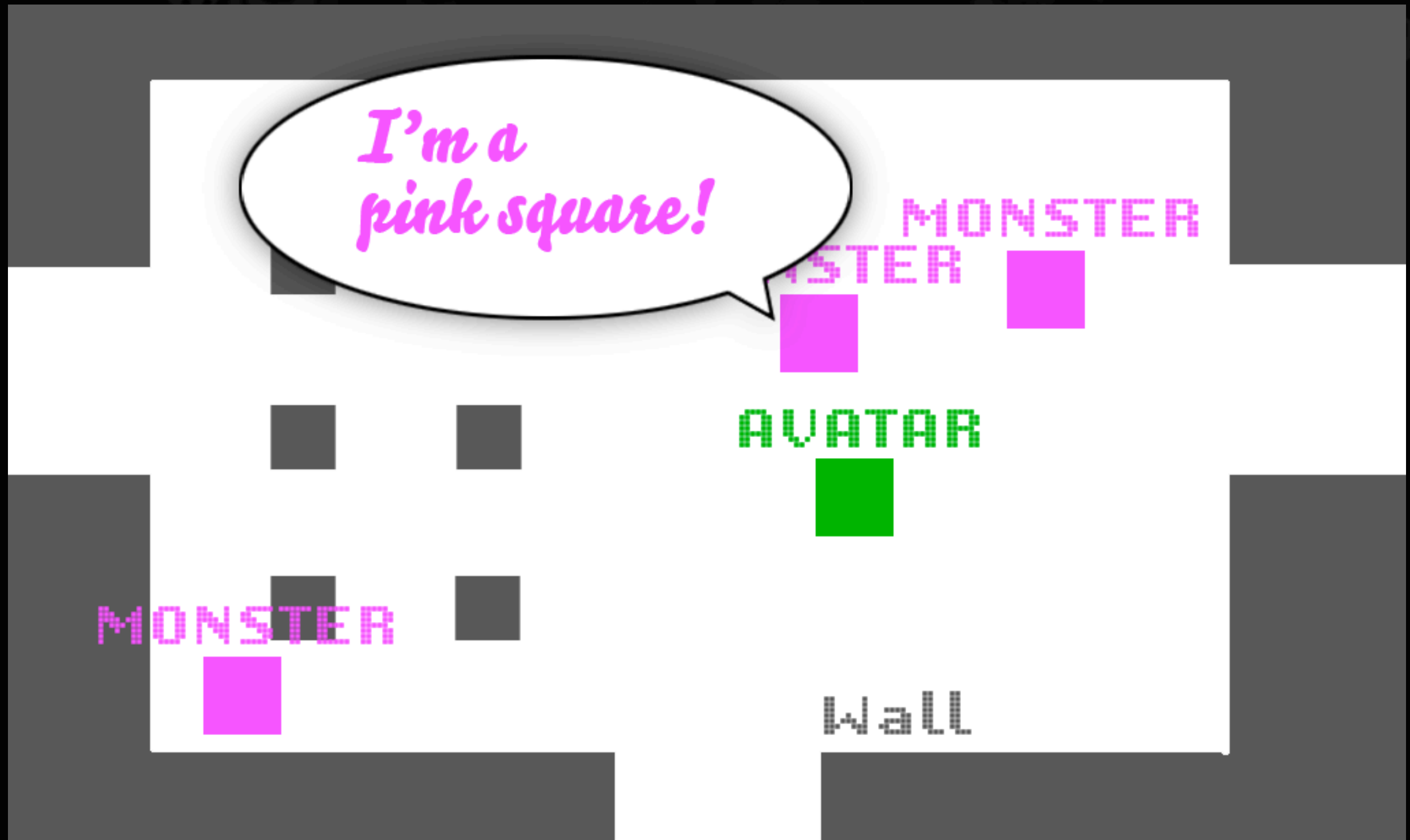
Some early game prototype...



Nintendo – The Legend of Zelda (1986)

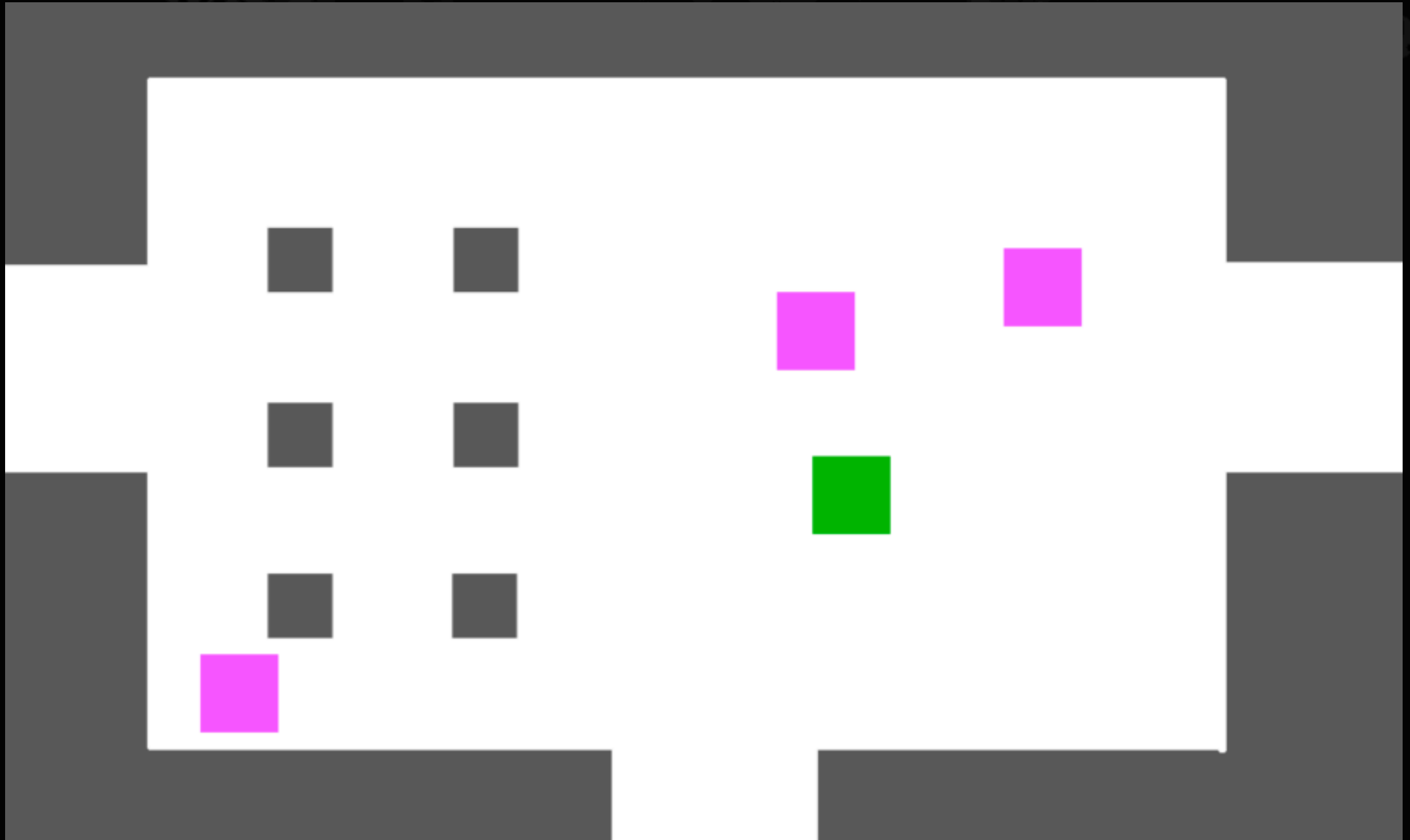
...in our heads it looks like this





»You cannot not communicate«

– Paul Watzlawick (1969)



Some early game prototype...

You are **not** communicating
something you **want**.

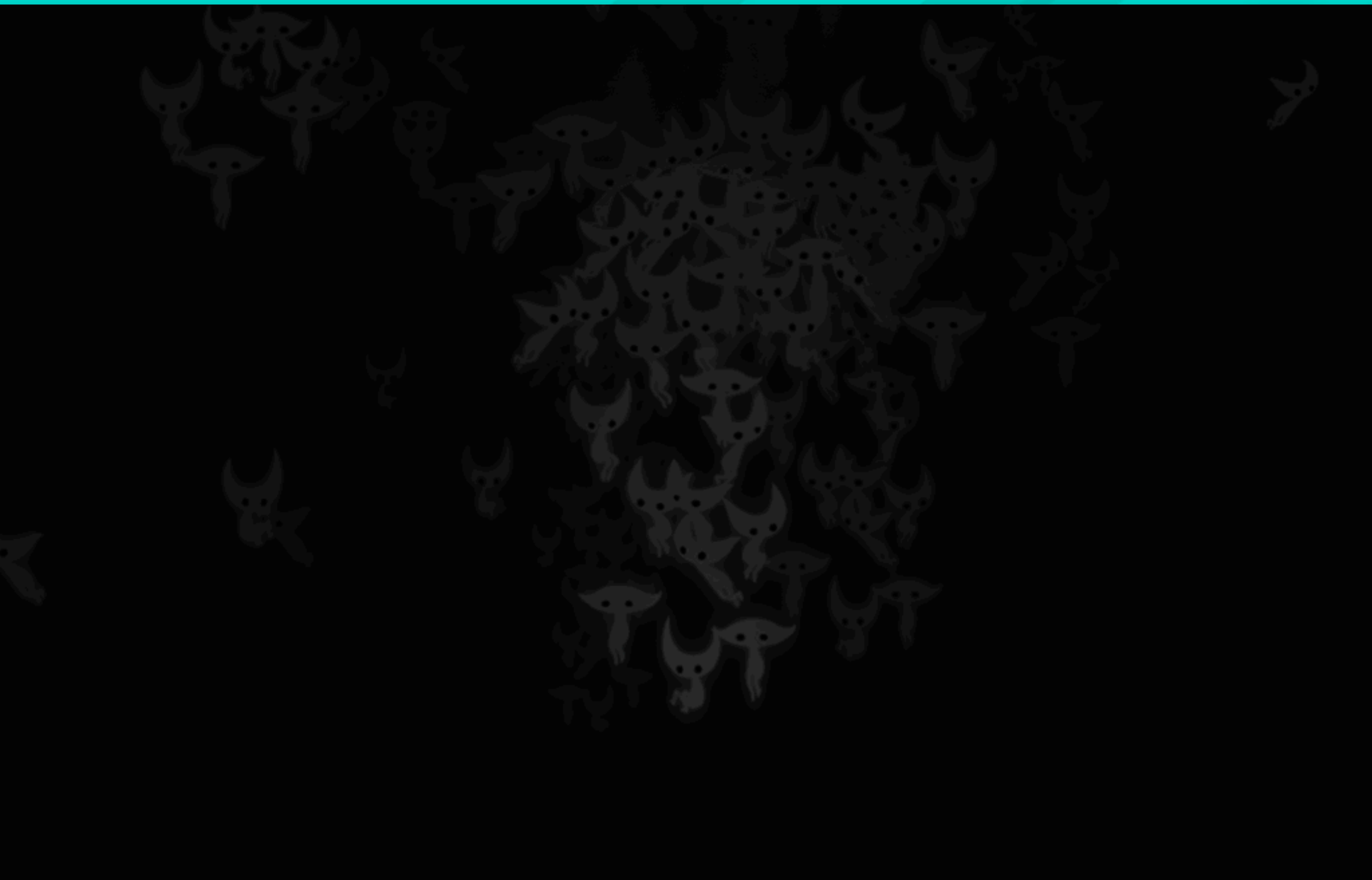


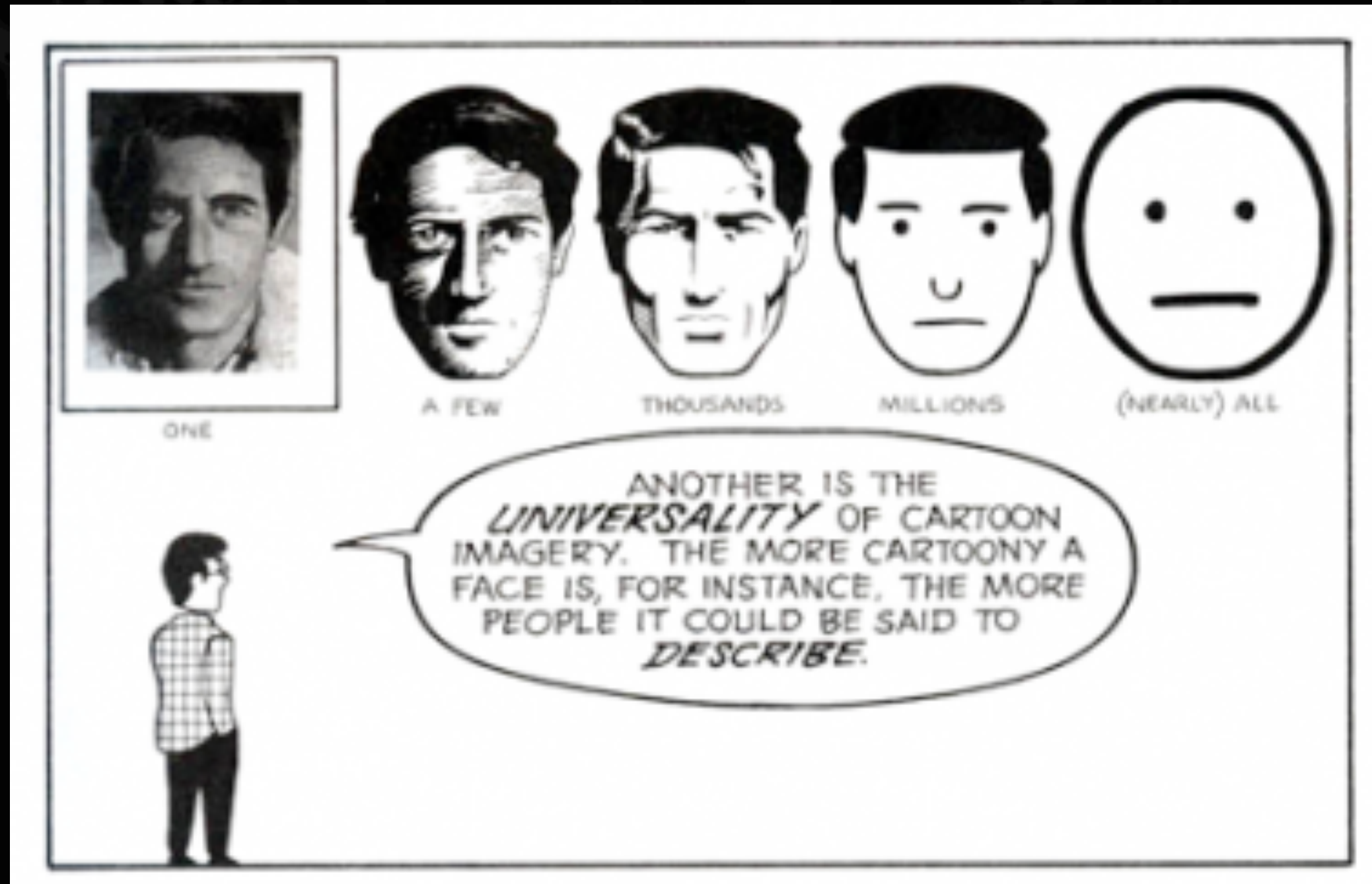
You are **not** communicating
something you **want**.



You are **also** communicating
something you **don't want**.







Scott McCloud – Understanding Comics: The Invisible Art (1993)

Abstraction and simplicity can be very useful

If you plan to have a certain style,
use it right away

Bring all elements to the same
level of completion

Bring all elements to the same
level of completion,
in each state of development

```

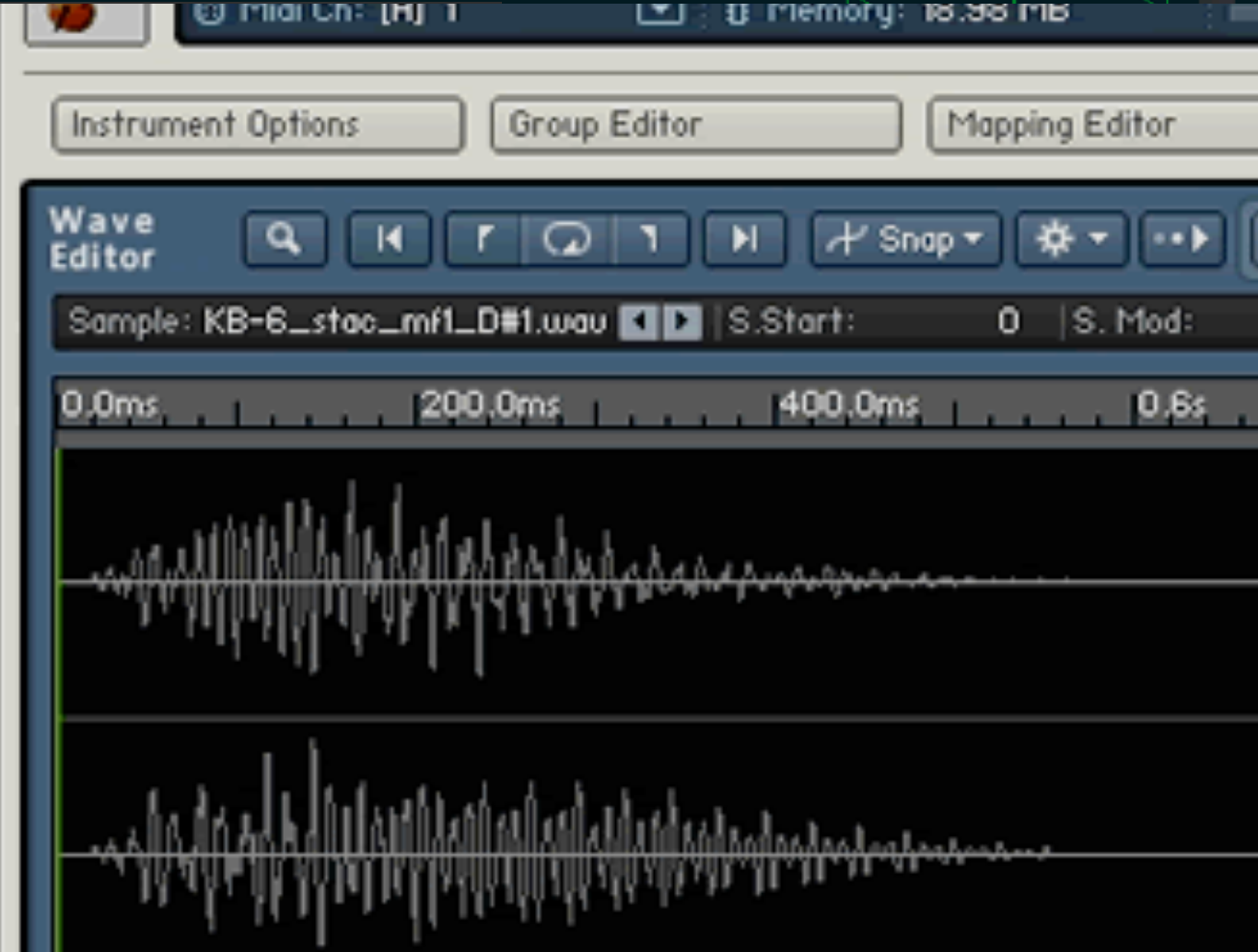
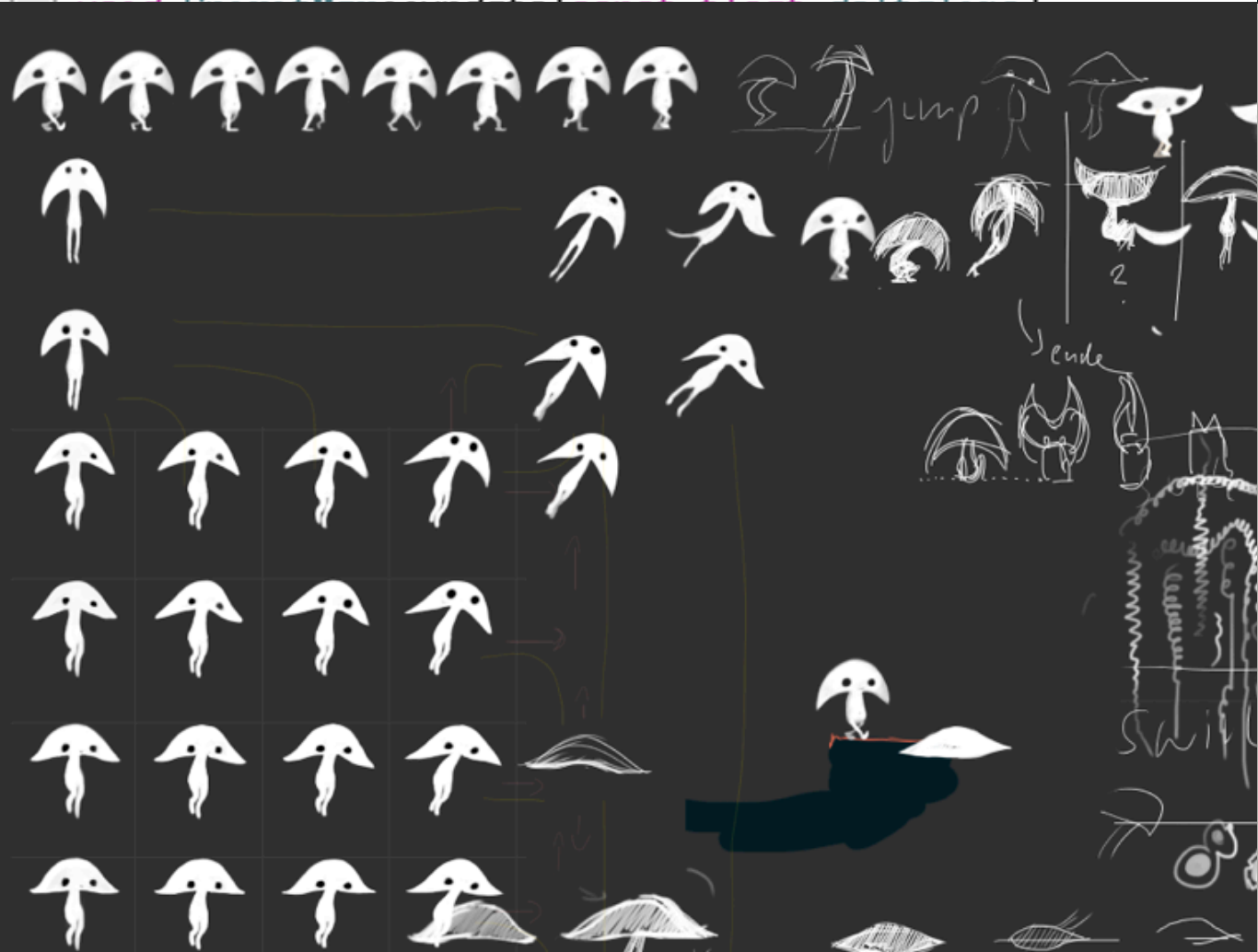
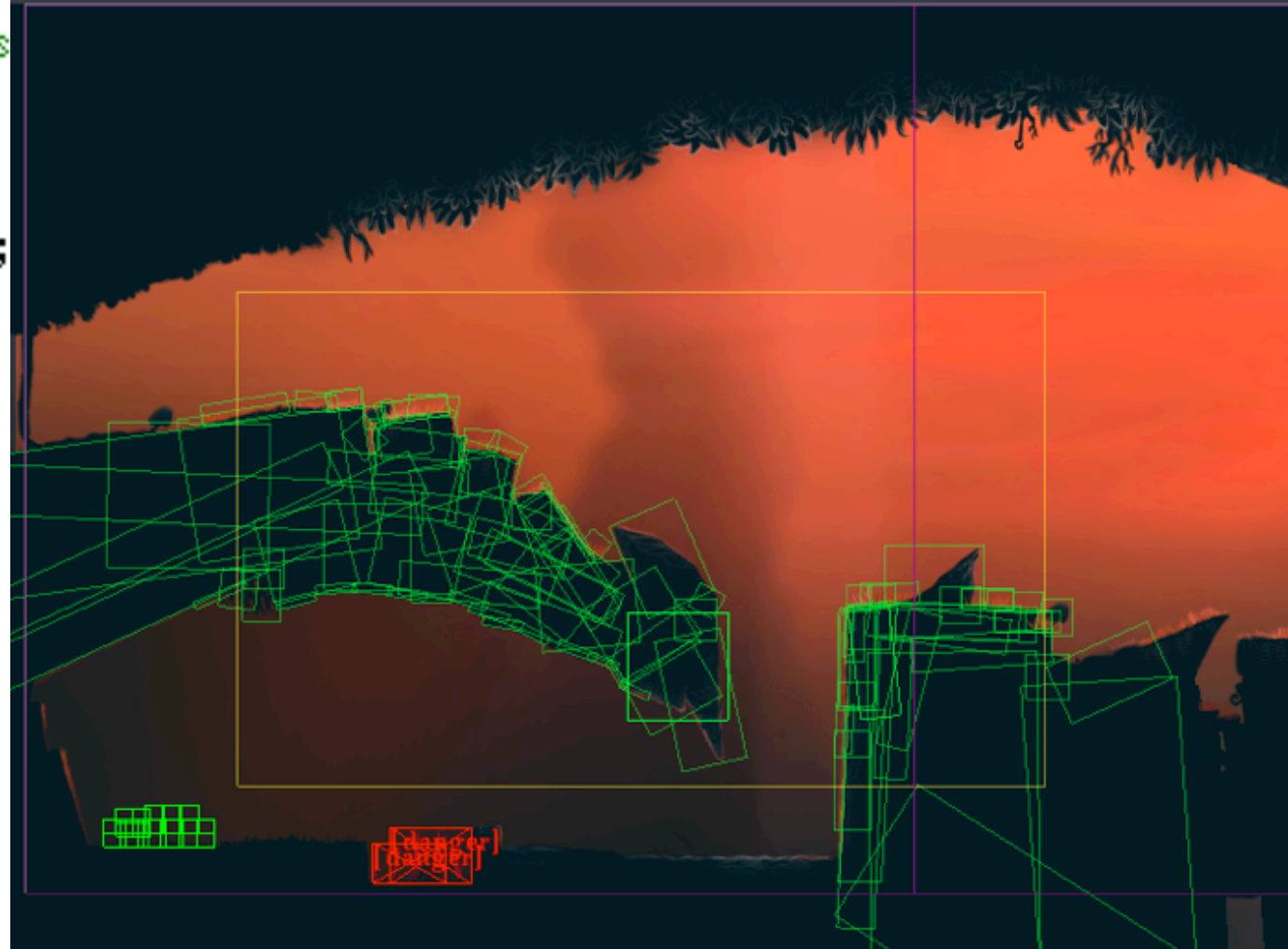
const float kGravityExtra = 50.0f; //when spirits s
const float kGravityLight = 100.0f;
const float kGravityHeavy = 200.0f;
const float kWindFactor = (70.0f / kThirtyFPS);
const float kInAirVelocityDamp = (0.933f / kThirtyFPS);

const int boxRadiusX = 3;
const int boxRadiusY = 8;
const float walkSpeed = 25.0f;
const float kWalkSpeedJumpFactor = 3.5f;
const float kWalkSpeedJumpUp = -3.5f * walkSpeed;

const float kSpiritChangeDirThreshold = 10.0f;
const float kCharacterHeightOffset = 9.0f;

const float dangerRangeY = 28.0f;

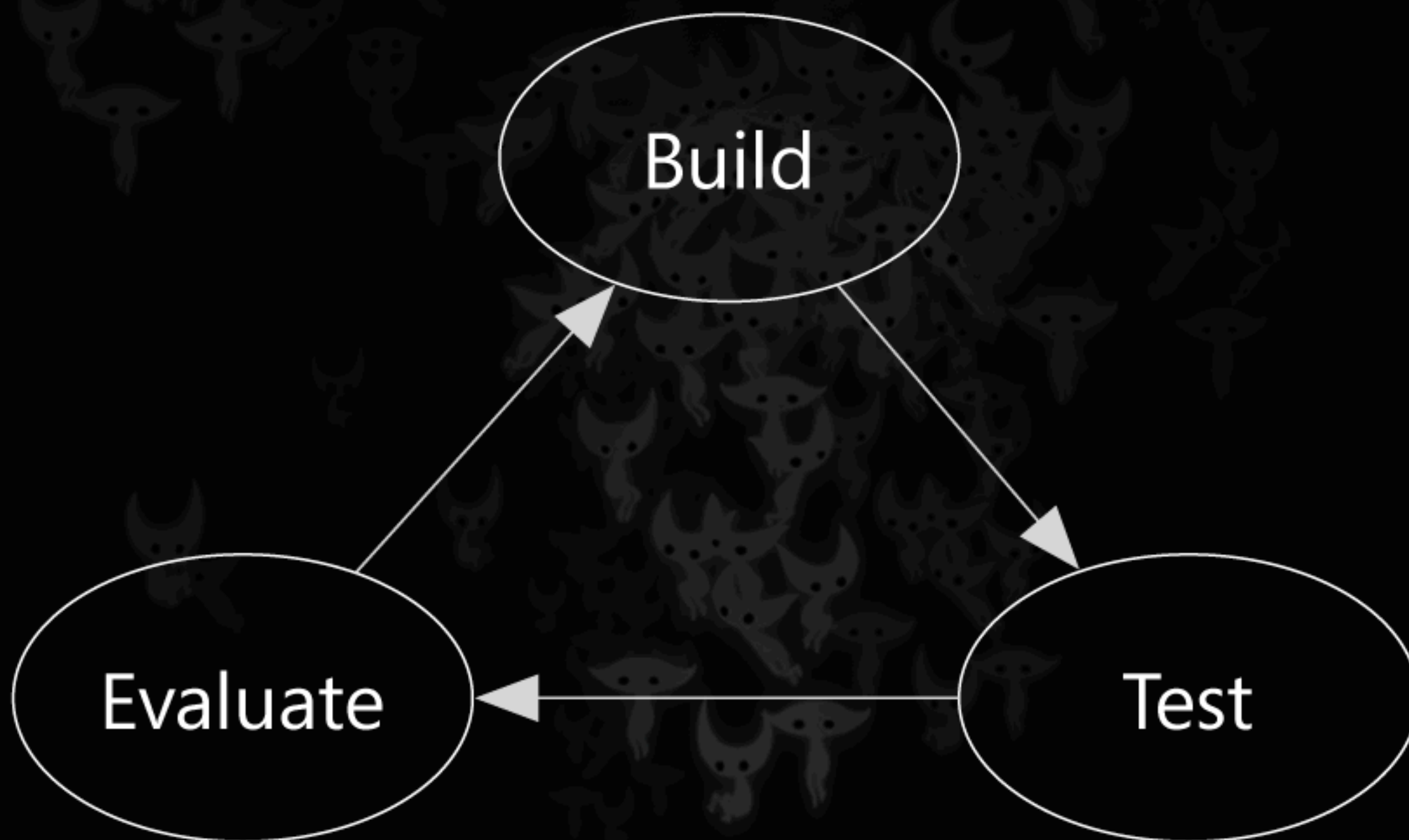
```



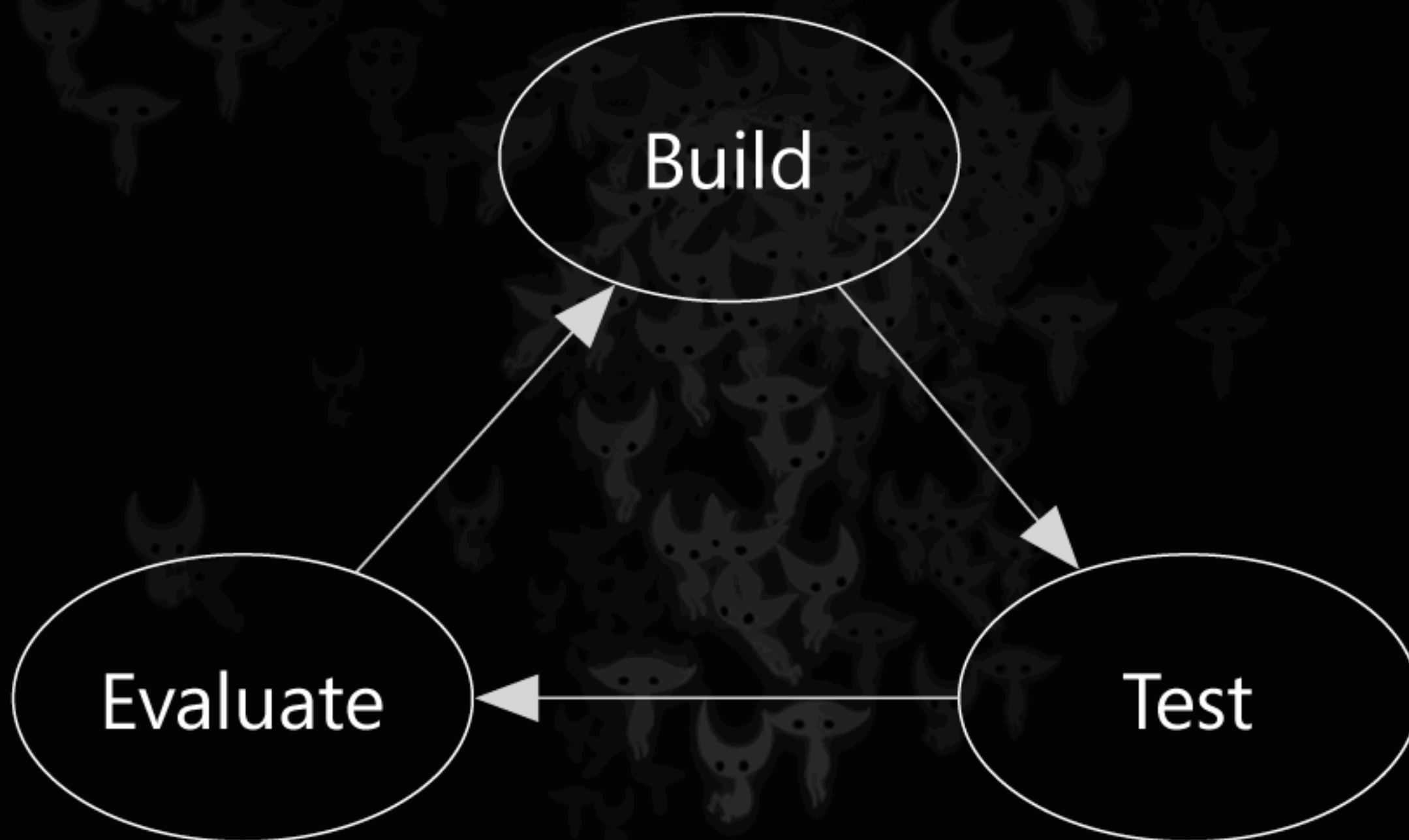
Same level of completion

Same level of completion

- › Easier to evaluate prototype



Typical design process



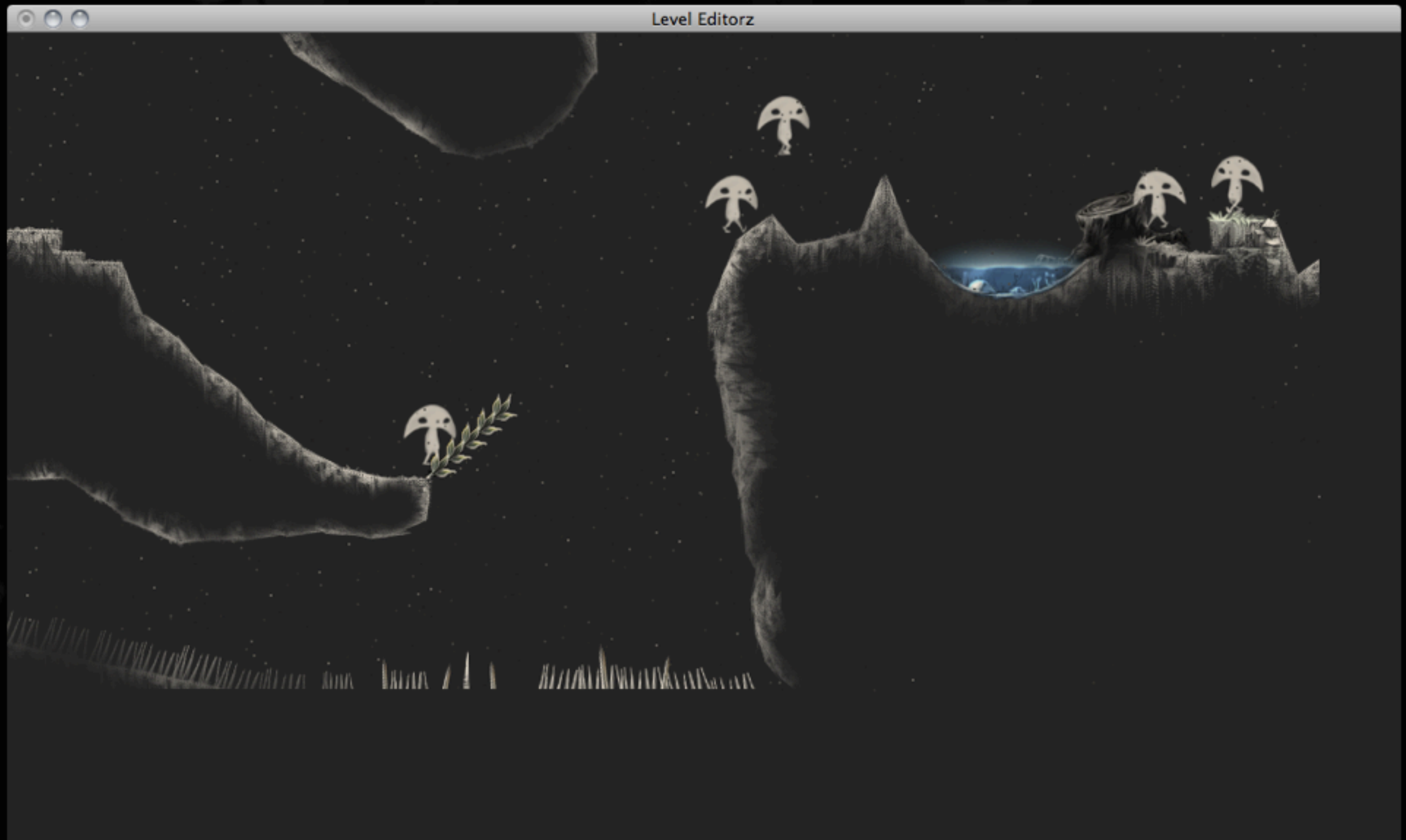
Typical design process

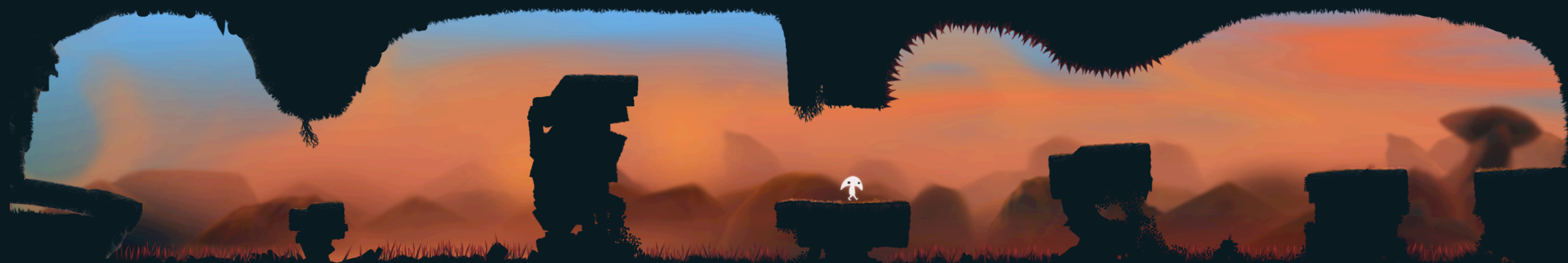


Sketches for estimating character size



Sketches for estimating character size





Same level of completion

- › Easier to evaluate prototype

Same level of completion

- › Easier to evaluate prototype
- › Inspiration

It's hard not to be influenced
by what you produce

Easier to get new creative ideas when
a prototype is more complete

Different disciplines (art, code, music)
can push ideas forward

If you only work with visual art, most
of your new ideas will be visual

Your brain has more elements to
combine into new ideas

Example from Spirits



Character design iterations



Early prototype



Final character design



Floating in the air - final game

Different disciplines (art, code, sound)
can help inspire interdisciplinary
solutions

Switching context

Example from Spirits

Code problem



Wind-blocker

Same level of completion

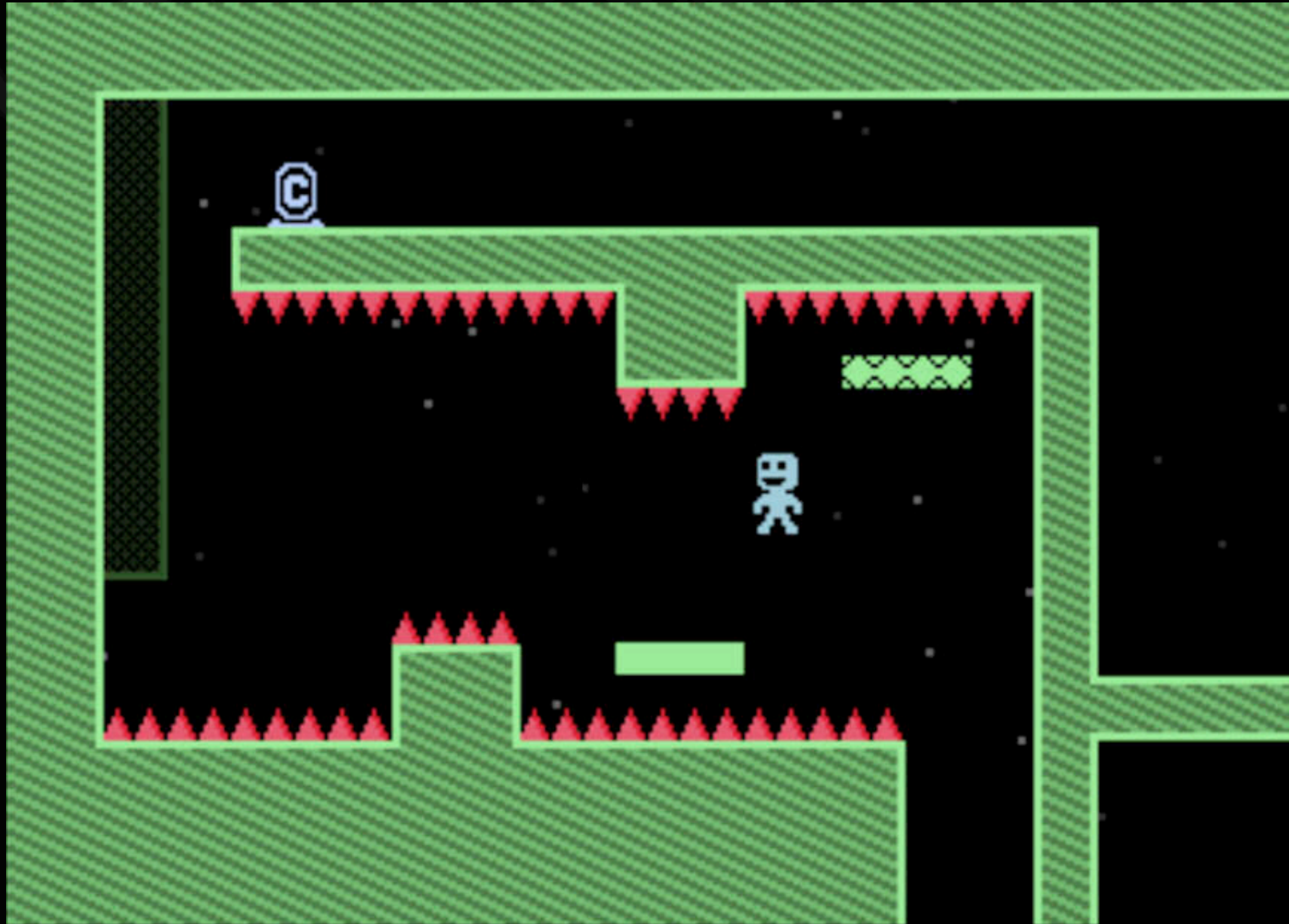
- › Easier to evaluate prototype
- › Inspiration
- › Game is more coherent in the final product

Strong visuals

Strong visuals that match your
gameplay helps sell your game



Superbrothers: Sword & Sworcery EP



~~~~~

# Team size matters

It's easier to follow this process  
in a small team



Team members skills should overlap

Share the vision

# Final words

- › Evaluation easier, more correct
- › Inspiration from different disciplines
- › Coherent product at all stages
- › Fits indie development well