

Designing for Friendship

Shaping Player Relationships With Rules & Freedom

By Chris Bell, March 05, 2012 — GDC

@ChrisBellDesign

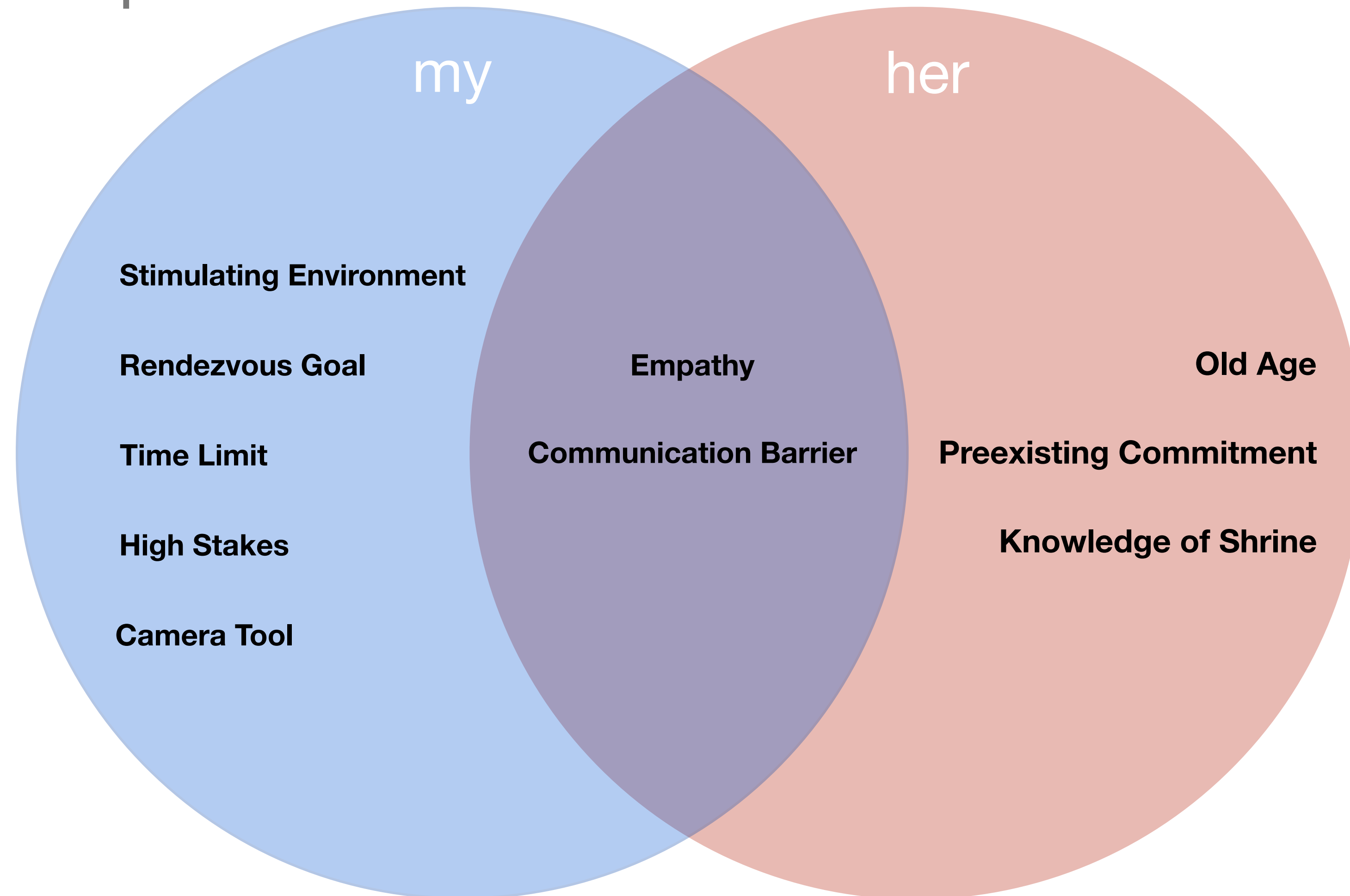


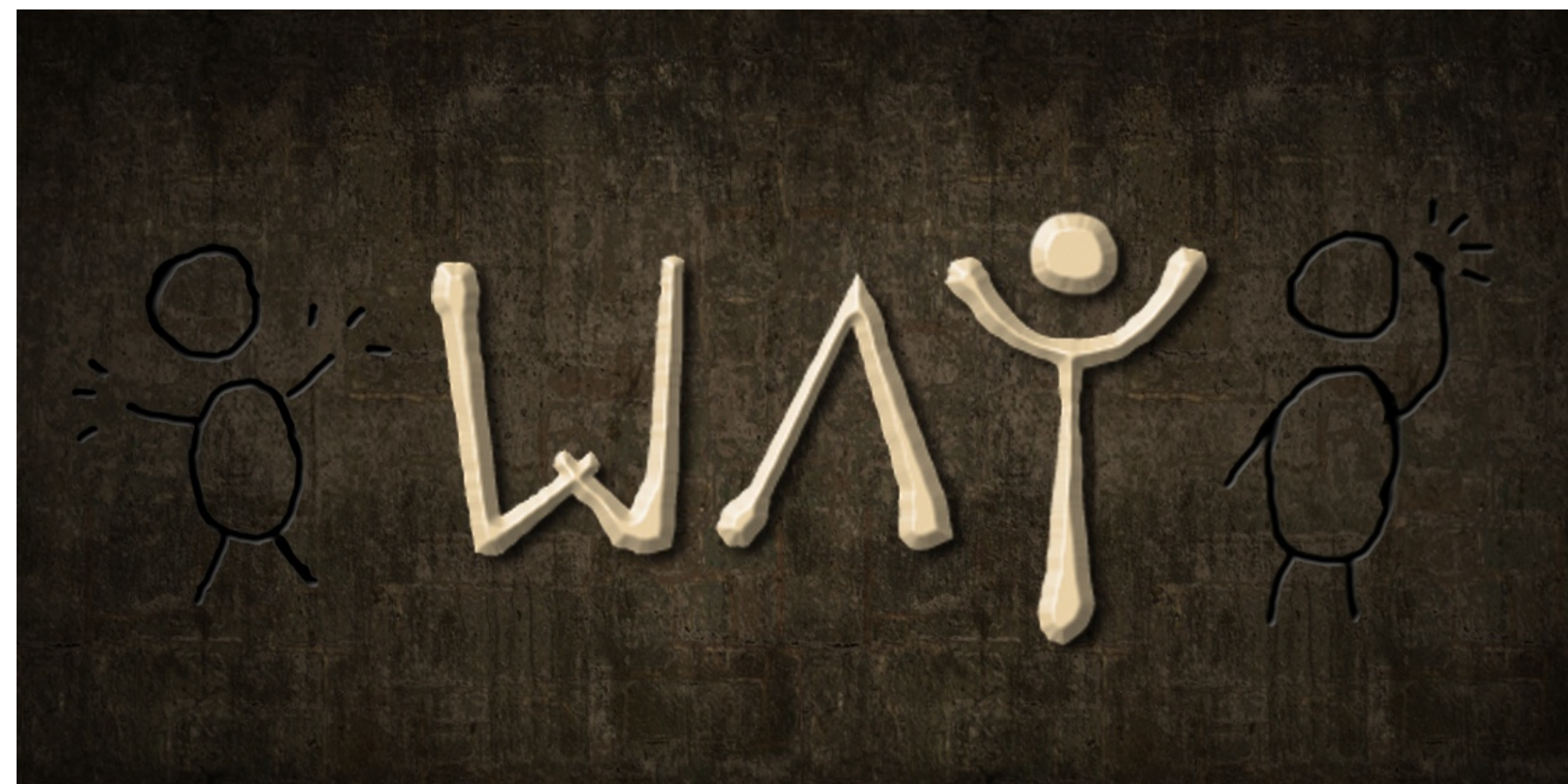




scope

reality





Spontaneous bond between strangers.

Online Multiplayer emphasizing...

Shared Goals

Freedom of Choice

Anonymity

Vulnerability

Communication

Chat Roulette

Chatroulette

Start (F2 / Alt + O)

Stop (F3 / Alt + P)

☒ Auto reconnect
☐ Auto start

Premium

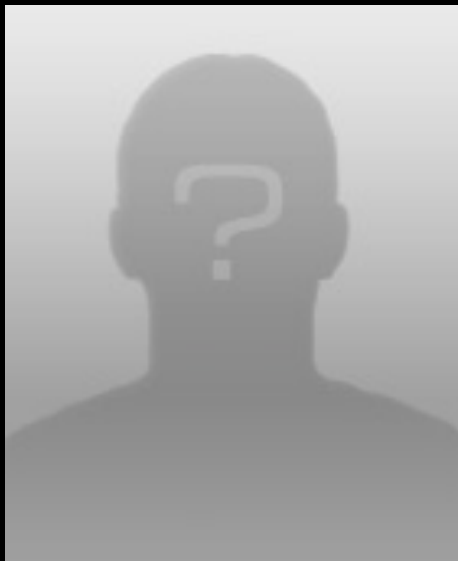
Settings

Forum

Contacts

Full screen


Partner



You

Press start to enable your webcam and mic

Preview your webcam now



Text chat

Report spam

☒ Receive audio ☒ Chat sounds History

I'm Chatroulette.


Users online: 24051.


If you want to get rid of the webcam popup on each start: [click here](#), choose Allow or Deny and tick "Remember".

Clear chat log

Stop drawing

Save drawing

Color: 

Thickness: 

Send



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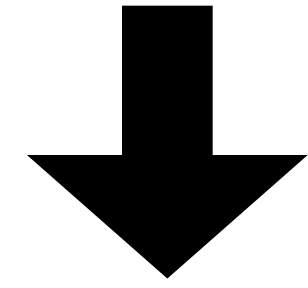
Wait for someone to revive you within the time limit, or give up and return to your current home point.



**TO AQUIRE
VALUED STUFF**

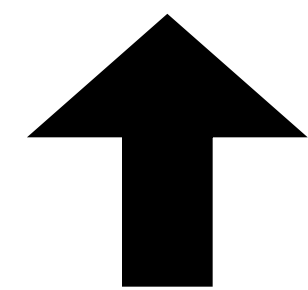
(Better Armor, Stronger Abilities, Fighting New Monsters, Exploring the World, etc.)





(Looking for members)(Japanese Only)

(Looking for members)(English Only)



What built my Connection:

Investment & Responsibility

High Stakes & Real Consequences

Empathy

Vulnerability

Free Choice

Teaching

Communication



All players are **Anonymous**.

Fly, Surf, and Walk **toward Mountain**.

Connect:
With **1 Other** when in **same location**.

Disconnect:
When travel **Away from** each **Other**.

Communication:
Musical **Call** and simple **Motions**.



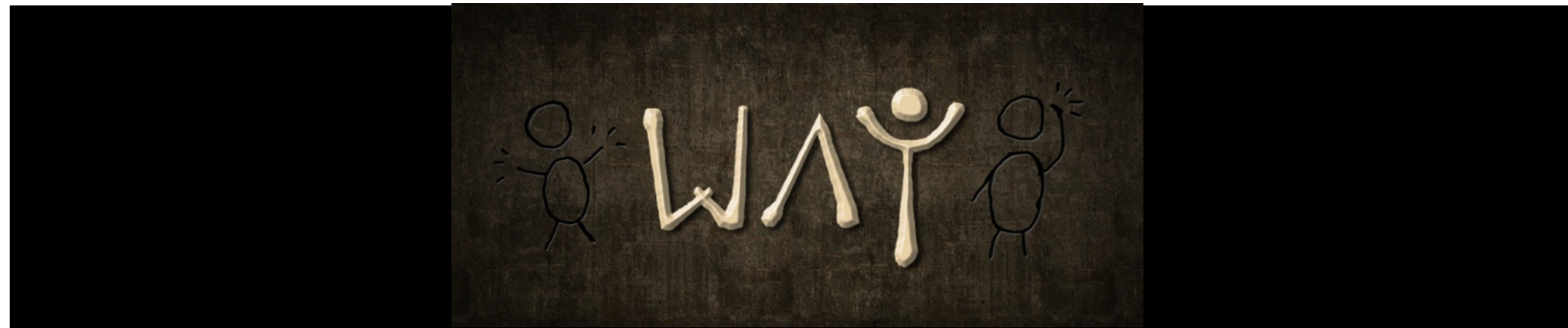












Both players are **Anonymous**.

Walk & Jump **toward Each Other**.

Connect:
With **1 player** at **Random**.

Disconnect:
If choose to **Quit** and **Abandon Other**.

Communication:
Puppetry and simple **Calls**.



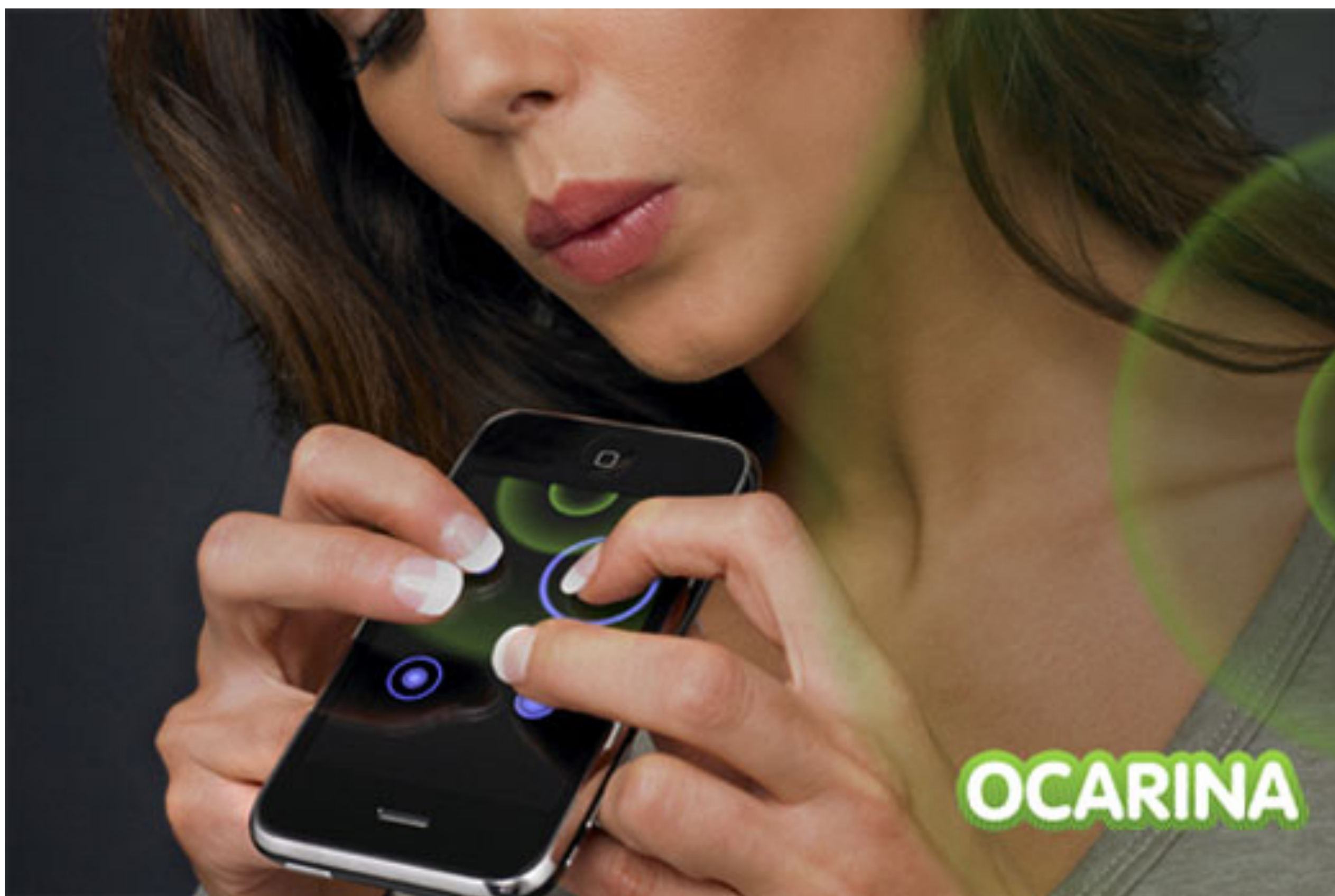












Thank You

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