

# Game Design!

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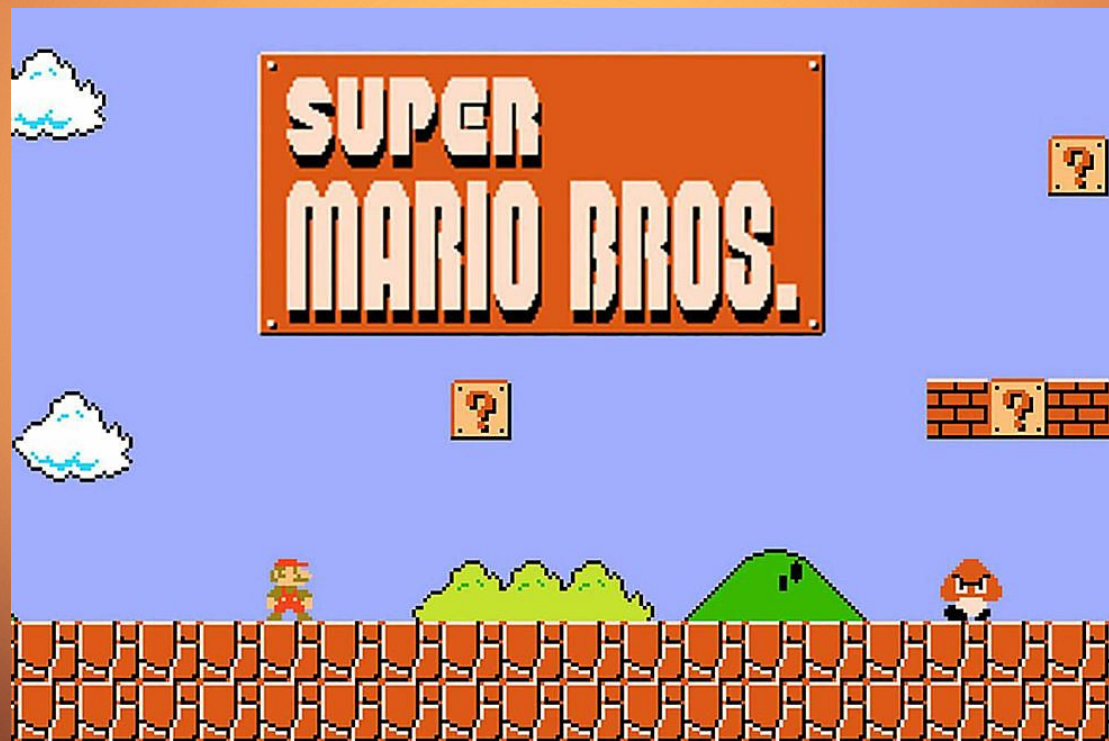
Anna Jenelius



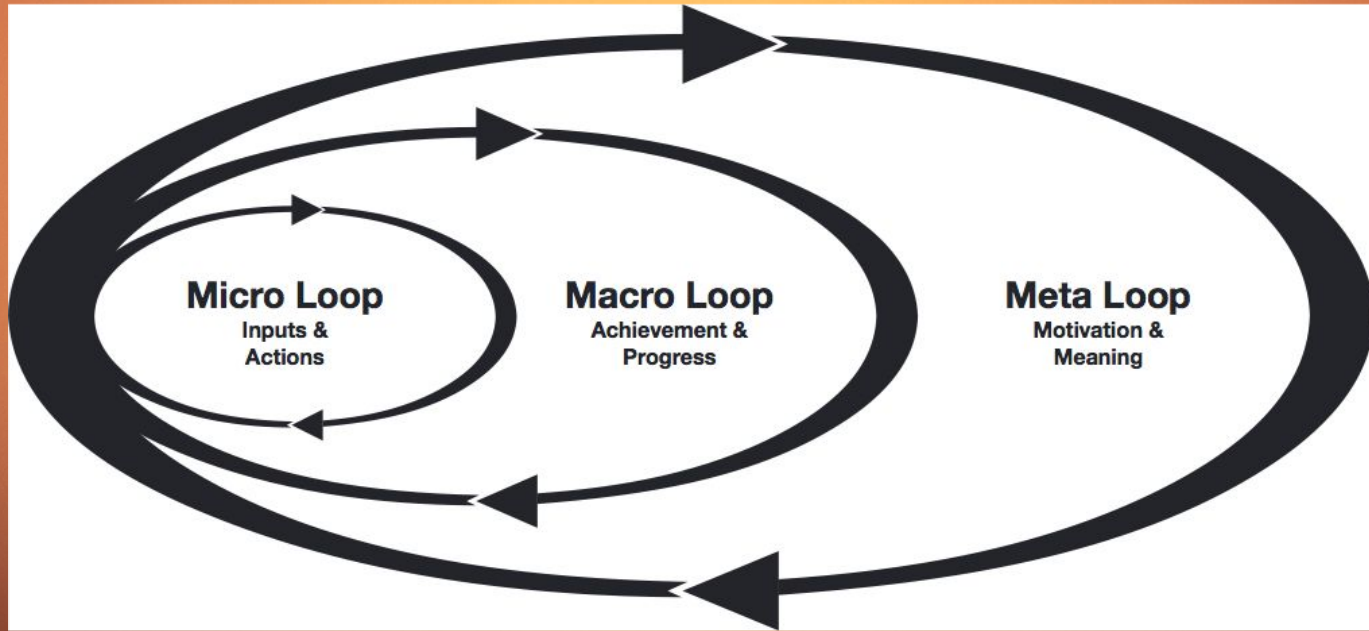
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Game design?



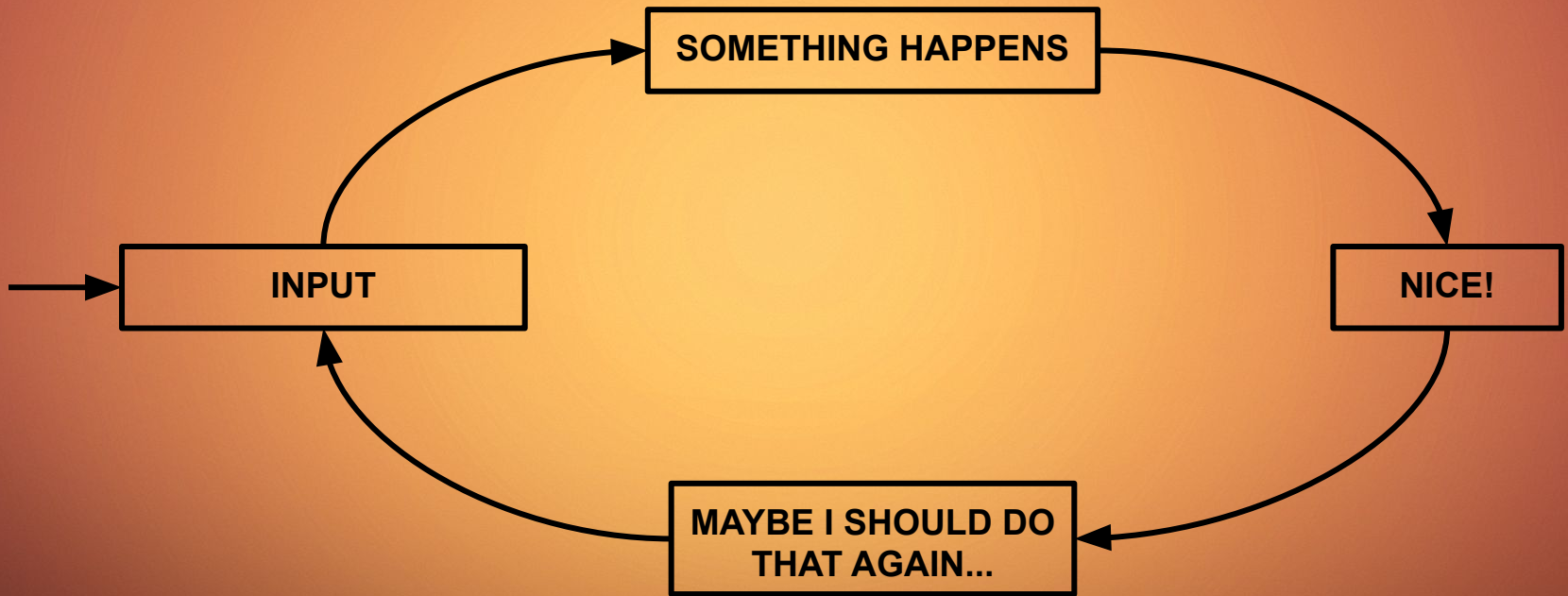
# Game loops

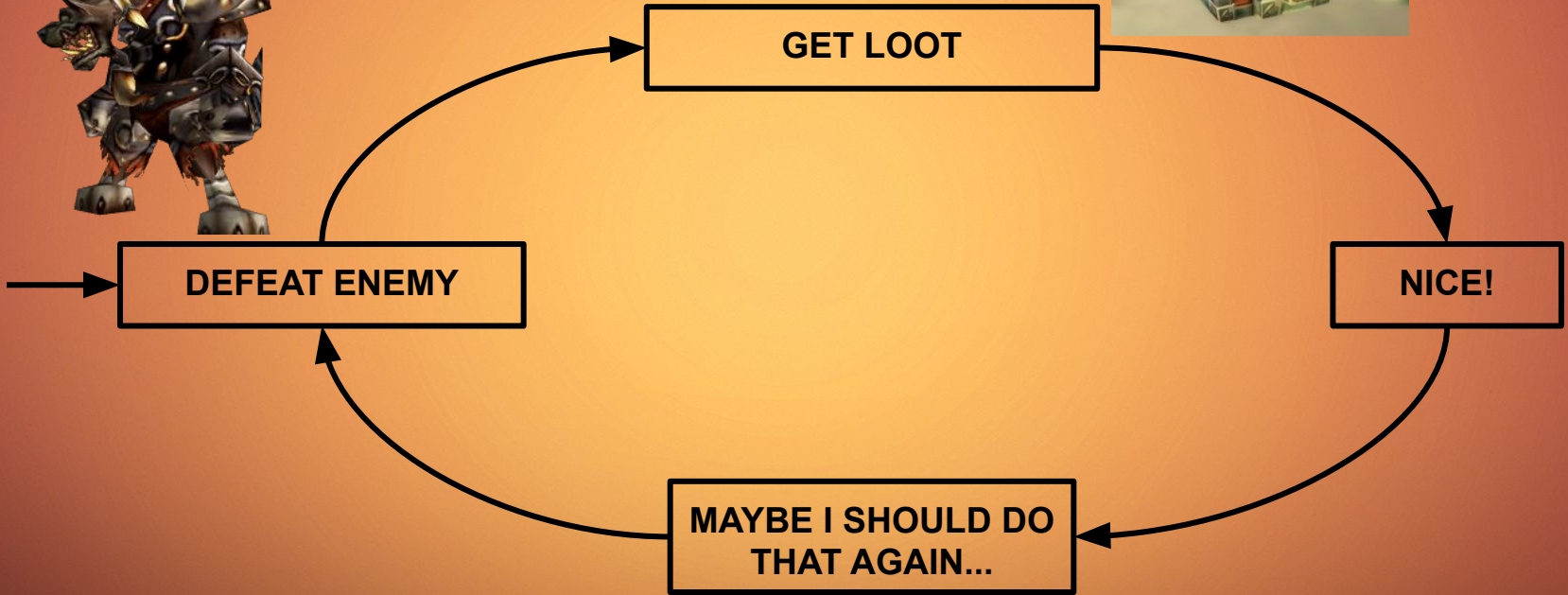


# Micro loops

- Actions
- Reactions







# Macro loops

- Progress
- Learning curve
- Achievements

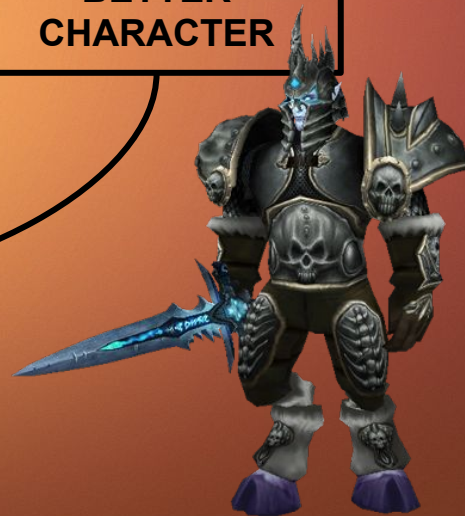






**BETTER LOOT**

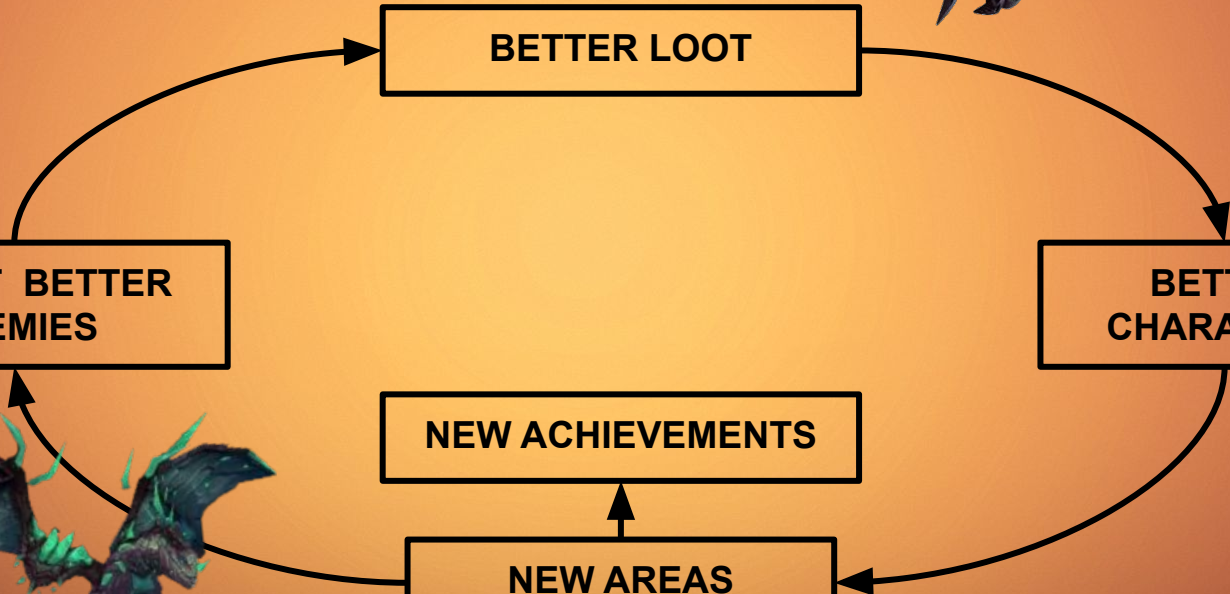
**BETTER CHARACTER**



**NEW ACHIEVEMENTS**

**NEW AREAS**

**DEFEAT BETTER ENEMIES**



# Meta loop

- Motivation
- Meaning
- Narrative





# Game design & narrative

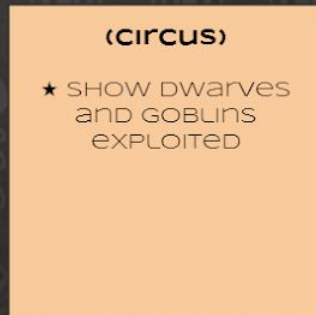
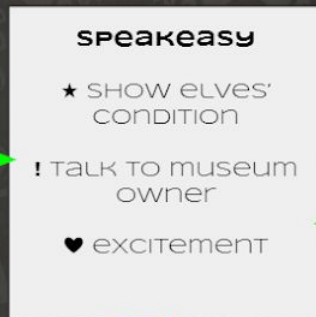
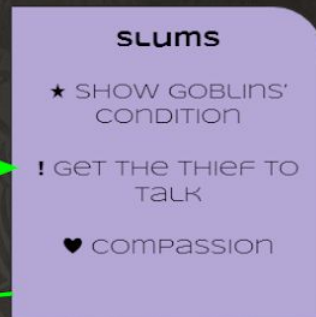
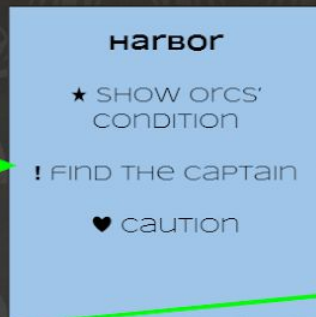


# Case study: Pendula Swing





# Area FLOW FULL



# Home interior

1 meter



1. Bed
2. Bedside tables with candles
3. Carpet
4. Manequin with common clothes
5. Chest of drawers
6. Windows
7. Shelves with food - bread, eggs, carrots, etc
8. Bottles of ale and mead (full)
9. Empty bottles
10. Work bench
11. Water barrel
12. Cooking fire with pot
13. Cabinet with trophies
14. Bookshelf with books of lore
15. Backpack, bedroll
16. Candelabra
17. Fireplace
18. Wall-mounted skull trophy
19. Comfy chairs
20. Carpet, or fur of a beast
21. Empty weapon rack
22. Tracks (goblin feet)
23. Table with urn (passed hunter)
24. Cloak-hanger
25. Manequins with armors and weapons
26. Front door



## DISTRICTS

- Business
- Harbor
- Old town
- Industrial
- Entertainment
- Residential
- Park
- Station
- Academic

- ① Police station\*
- ② Café
- ③ City hall
- ④ Stock market\*
- ⑤ Boat (arrival)
- ⑥ Smuggler's ship\*
- ⑦ Seedy bar\*
- ⑧ Warehouse
- ⑨ Speakeasy\*
- ⑩ Thief's home\*
- ⑪ statue of Hero
- ⑫ Residential building\*
- ⑬ Factories
- ⑭ Department store\*
- ⑮ Cinema
- ⑯ Museum\*
- ⑰ Train station
- ⑱ Library/university

\*essential



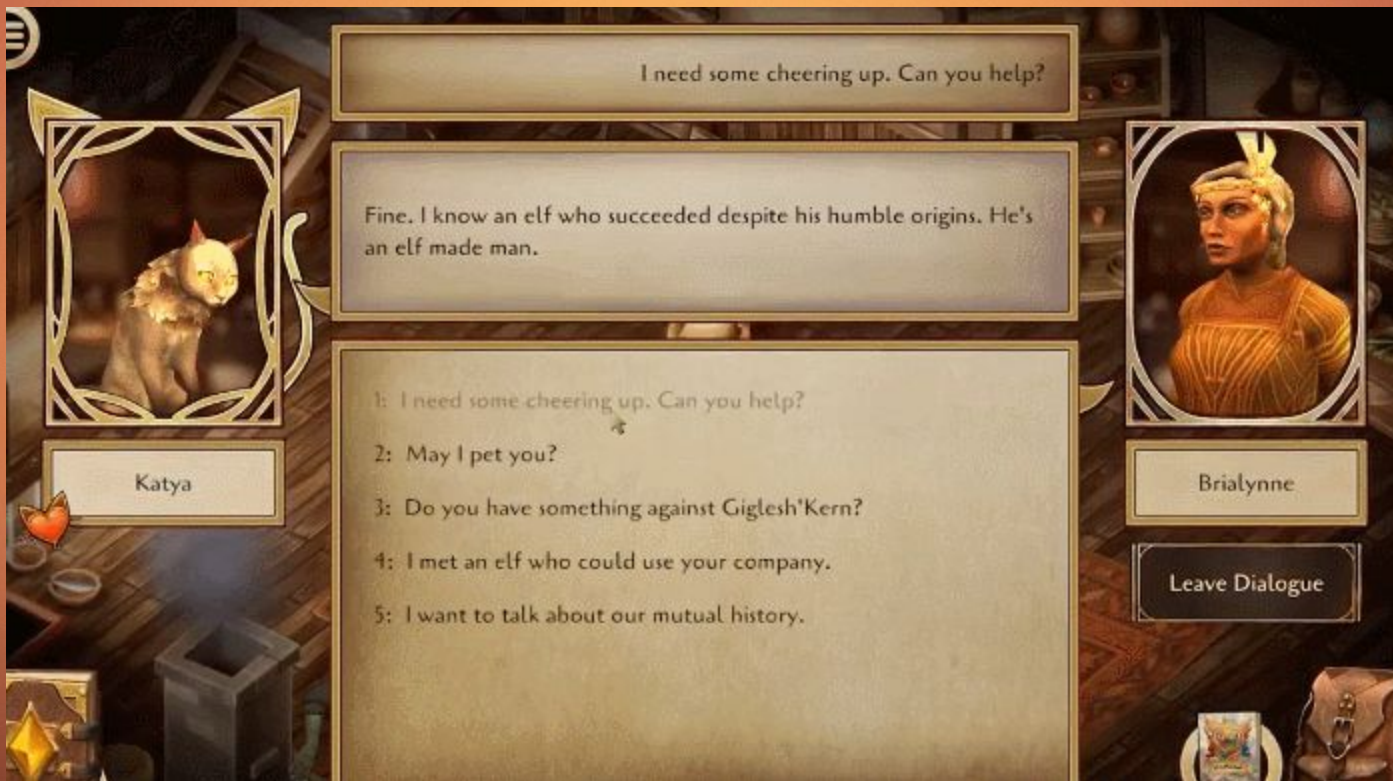




Female Orc







I need some cheering up. Can you help?

Fine. I know an elf who succeeded despite his humble origins. He's an elf made man.

- 1: I need some cheering up. Can you help?
- 2: May I pet you?
- 3: Do you have something against Giglesh'Kern?
- 4: I met an elf who could use your company.
- 5: I want to talk about our mutual history.

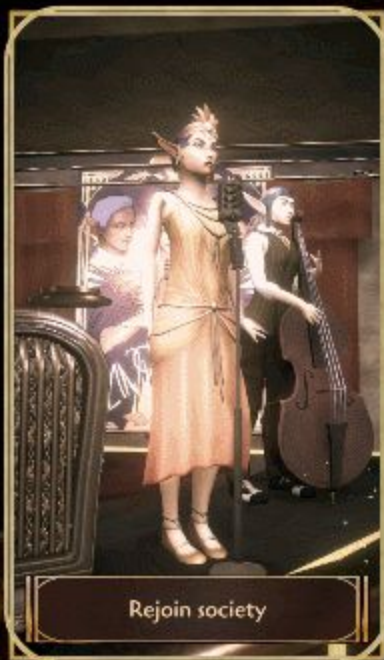
Brialyinne

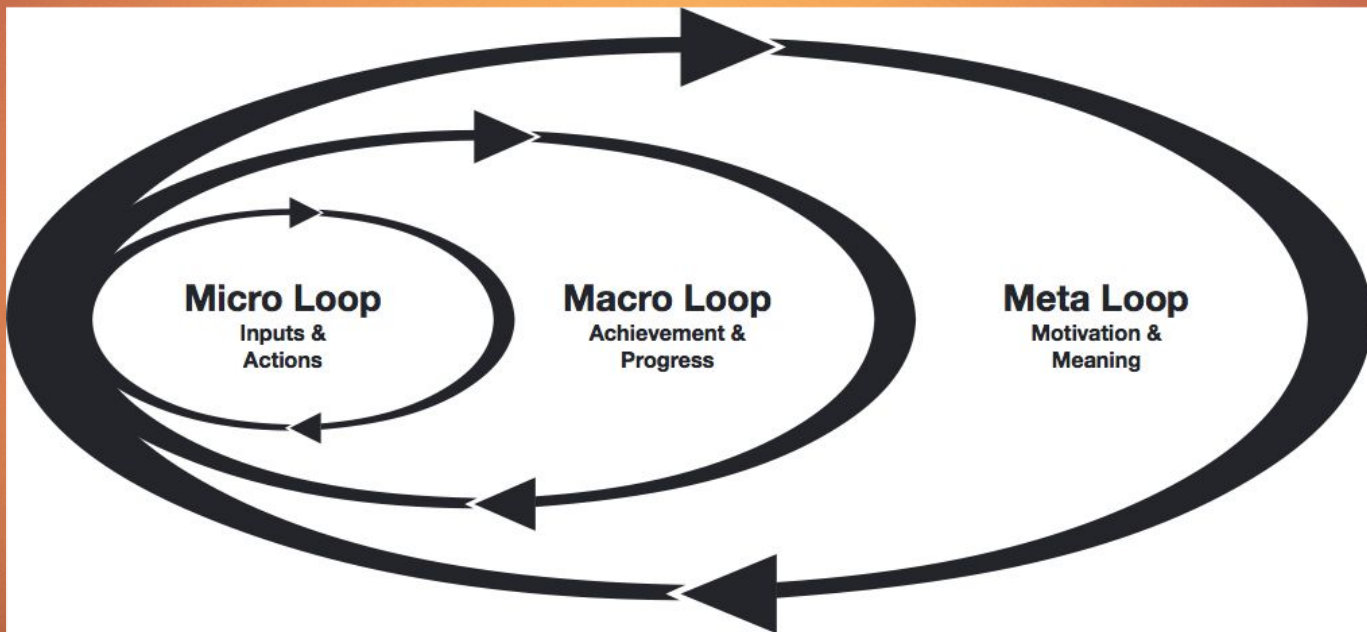
Leave Dialogue





Now that you have had time to reflect on things of the past, the future and the present... Will you come back to us, Brialyne? I want you to think very carefully, and answer what is truly closest to your heart.





**Micro:**  
Choose dialogue options  
Acquire items

**Macro:**  
Complete quests  
Go on dates

**Meta:**  
Solve the mystery  
Gain friendship & love





[HTTPS://STORE.STEAMPowered.COM/app/1230200/Pendula\\_Swing\\_The\\_Complete\\_Journey/](https://store.steampowered.com/app/1230200/Pendula_Swing_The_Complete_Journey/)

**THANK YOU!**

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