

DISCUSSION
FGD – CHAPTER 7 AND 8
GAME CONCEPTS AND GAME
WORLDS



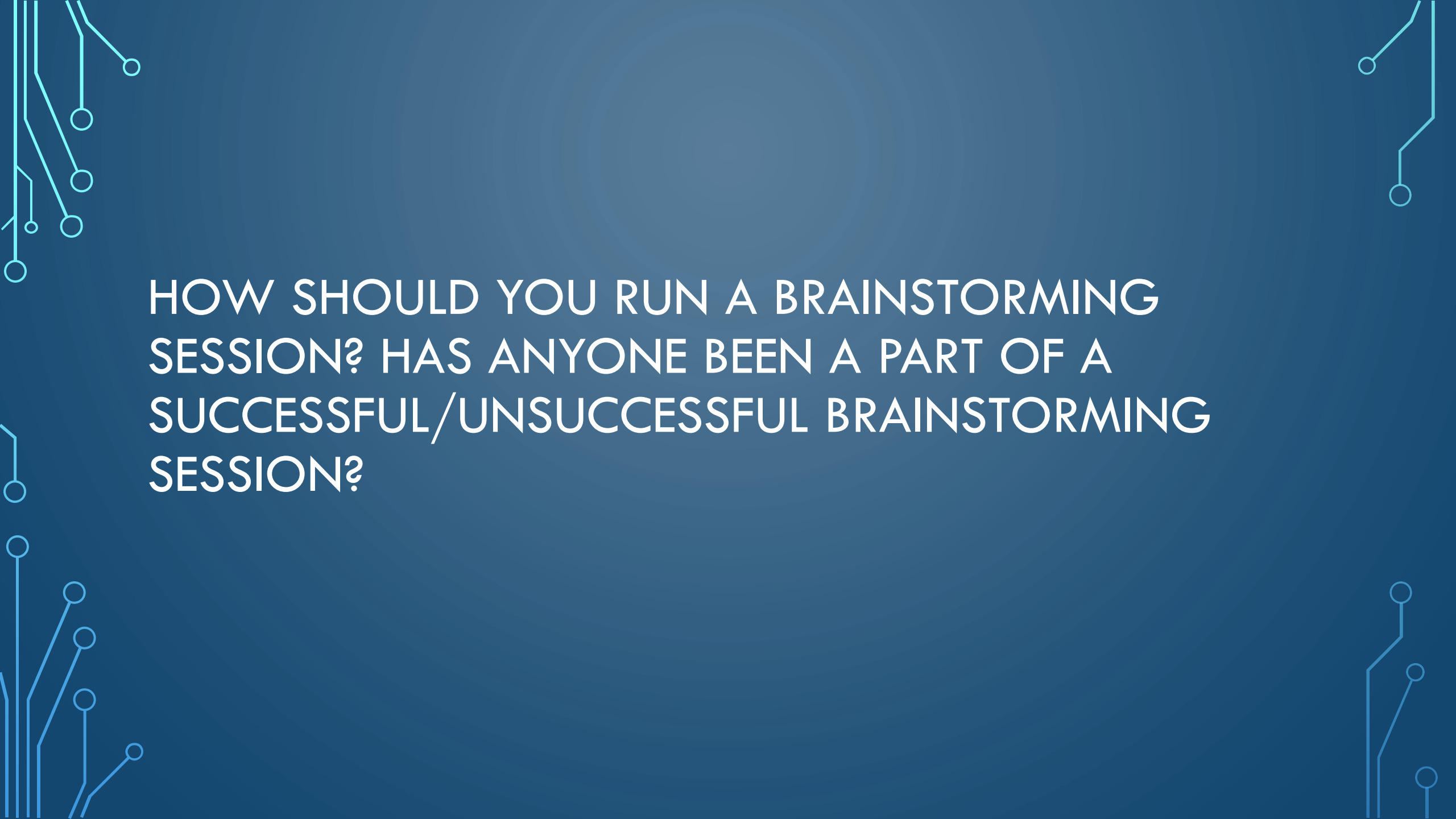
WHAT WAS THIS CHAPTER ABOUT?

SUMMARY



The image features a dark blue background with white, stylized circuit board traces in the corners. These traces consist of straight lines that branch out and terminate in small circles, resembling electronic components or nodes in a network. The traces are located in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

WHAT ARE WAYS YOU CAME UP WITH YOUR
GAME IDEA? RELATING TO THE CHAPTER

The background is a solid dark blue color. In the four corners, there are decorative white line-art elements that resemble circuit traces or neural network connections. These lines are thin and connect to small white circles, creating a grid-like pattern that is more organic and less rigid than a standard circuit board.

HOW SHOULD YOU RUN A BRAINSTORMING
SESSION? HAS ANYONE BEEN A PART OF A
SUCCESSFUL/UNSUCCESSFUL BRAINSTORMING
SESSION?

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WHY SHOULD YOU AVOID DESIGNING THE STORY FIRST? WHAT SHOULD COME FIRST? PROS/CONS?

DESIGN RULE: THINK ABOUT THE PLAYER ACTIONS FIRST

DESIGN RULE: THE STORY COMES LATER

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CONSIDERING HYBRID GENRES AND A GAME YOU
HAVE PLAYED. WHAT WORKED AND WHAT DIDN'T
WORK?

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WHAT ARE THE VARIOUS DIMENSIONS TO DESIGNING A WELL ROUNDED GAME WORLD? HOW DOES EACH AFFECT A PLAYERS IMMERSION?

DESIGN RULE: AVOID IMPLAUSIBLE EXTREMES

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WHAT ARE SOME EXAMPLES OF GAMES YOU HAVE PLAYED WITH INTERESTING SYSTEMS OF MORALITY? HOW DID THIS ADD TO THE EXPERIENCE?



FREE TIME

I RECOMMEND TRYING TO MAKE A ROADMAP TO FLESHING OUT YOUR GAME MODE, AS IN A LIST OF FEATURES WELL BROKEN INTO PIECES TO GET YOU TO YOUR FINAL PRODUCT

I ALSO RECOMMEND FLESHING OUT THE CONCEPT COMPONENTS OF YOUR GAME DESIGN DOCUMENT

