

A decorative graphic on the left side of the slide, consisting of a network of light blue lines and circles that resemble a circuit board or a neural network. The lines are vertical and horizontal, with some diagonal connections, and the circles are small and white with blue outlines.

DISCUSSION  
FGD – CHAPTER 10  
CHARACTER DEVELOPMENT



# 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 turn at right angles and terminate in small circles, resembling electronic components or nodes on a board. The traces are located in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

WHAT ARE THE GOALS OF CHARACTER DESIGN?  
STRENGTHS/LIMITATIONS OF THEM?

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 THE ASPECTS TO CONSIDER IN THE  
DESIGN OF THE RELATIONSHIP BETWEEN A PLAYER  
AND AN AVATAR?

The background is a solid dark blue color. In the four corners, there are decorative white line-art elements that resemble circuit traces or stylized trees. Each corner has a vertical line that branches out into several diagonal lines, each ending in a small white circle. The top-left and bottom-left corners have more complex branching patterns, while the top-right and bottom-right corners have simpler, more linear patterns.

# HOW DOES VISUAL APPEARANCE CONVEY CHARACTER TRAITS AND DEVELOPMENT? PROS AND CONS OF THE APPROACHES STATED IN THE BOOK?

DESIGN RULE: DON'T ADD TOO MUCH DETAIL

The background is a solid dark blue color. In the four corners, there are decorative white line-art elements that resemble circuit traces or a stylized tree structure. These elements consist of thin white lines that branch out and terminate in small white circles. The top-left and bottom-left corners have more complex, multi-branching structures, while the top-right and bottom-right corners have simpler, more linear structures.

HOW CAN YOU DESIGN DEPTH FOR CHARACTERS  
IN A GAME? RULES OF THUMB TO FOLLOW?

The slide features a dark blue background with white, stylized circuit-like lines in the corners. These lines consist of straight segments connected by right-angle turns, ending in small circles, resembling a network or data flow diagram.

WHAT AFFECT DOES PROMOTION OF  
STEREOTYPES HAVE IN CHARACTER DEVELOPMENT?  
HOW WOULD THESE BE INFLUENCES BY CULTURE?

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 branching than a standard circuit board.

# WHAT/HOW DOES A GAME ENGINE NEED TO SUPPORT IN CHARACTER GROWTH AND DEVELOPMENT?

ANYTHING ELSE TO NOTE FROM THIS CHAPTER?



The image features a dark blue background with white, stylized circuit board traces in the corners. These traces consist of straight lines of varying lengths and angles, ending in small white circles, resembling electronic components or nodes on a board. The traces are located in the top-left, top-right, bottom-left, and bottom-right corners.

**FREE TIME**