

GAME DEVELOPMENT
METHODOLOGY

WORKSHOP REPORT

SECOND DEVELOPMENT CYCLE

GROUP 1



UNKNOWN PLANET

76468 | 82022 | 82057 | 82121

TABLE OF CONTENTS

PG. 02 **PG. 04**

WORKSHOP GOALS

Unanswered questions **PG. 02**
Goals **PG. 03**

WORKSHOP

PROCEDURE

Workshop Preparation **PG. 04**
Procedure Overview **PG. 05**
Six Thinking Hats Method **PG. 06**

PG. 07 **PG. 14**

WORKSHOP RESULTS

Six Thinking Hats - Main Character **PG. 07**
Six Thinking Hats - Map **PG. 09**
Six Thinking Hats - Day vs Night **PG. 11**
Material Produced **PG. 13**

CONCLUSIONS

Results Analysis **PG. 14**

WORKSHOP GOALS

UNANSWERED QUESTIONS

Some of the questions we had about our prototype.

Although there were many things we could choose to improve in this research we chose to focus on these three:

The main character and items- When we met with the artists we were asked about the personality and physical traits of the main character of the game. Our idea so far had been that the character adopts the personality of the player behind it, but since then we have been thinking that it would be important to define better the main characteristics of the main character. On a similar note, we also want to codesign the items of the game since we still haven't exactly defined what all of them will be.

The regions of the map- We have been testing our prototype by telling players the map has four regions: the lake, the mountain, the forest and the desert. But lately we had also been thinking about what other intermediate areas or elements we could include in the map such as snowstorms or quicksand terrain. We will see what variety of ideas our co-design team could bring into the development of these elements.

The day and night- We also want to know what we should change about the day and night cycle, since most players seem to not want to play during the night. Would they rather play the game only in the day version and remove the night completely? Would they prefer the nights to be shorter? How are the assets of the night to be different of how they are during the day?



WORKSHOP GOALS

What are our main goals for this workshop?

FIND THE PROFILE OF
THE **MAIN CHARACTER**

CREATE
MOTIVATIONS OR
REWARDS TO
PLAY AT **NIGHT**

SEE IF SMALL
CHANGES OR
ADJUSTMENTS
ARE NECESSARY
TO THE **MAP**



WORKSHOP PROCEDURE PREPARATION

What our focus group wants us to improve?

The first thing we did was to prepare the various parts essential to the organization of our workshop, defining ideas for the following topics:

**PREPARE
MATERIALS**

DEFINE GOALS

**CHOOSE AND
PREPARE
ACTIVITIES**

**CHOOSE A
PLACE**

**SELECT AND
INVITE
PARTICIPANTS**



WORKSHOP PROCEDURE OVERVIEW

Details on how workshops were held.

Our workshops took place on **two separate days**, one on the the 2nd of April, and another one on the 3rd of April. Each of the group was composed of **four people**.

To our workshop, we first started by making everyone test our paper prototype. Although some of the people had already tested our prototype before, most of them hadn't and we wanted to **make sure everyone was familiar with the game** and the mechanics before starting the co-design process.



For the co-design process we started by **telling each focus group what our goals** were, so they knew what answers we were hoping to get from the workshop.

We began with the **Six Hats Technique**. Since we only had four people at once, we had to alternate people between the hats to gather data from the six perspectives and each person always had a different hat.

One of the hats is the moderator, the blue one, but in our workshops we have chosen to become it on a new personality and to be ourselves the moderators. Since game management is very important in our game, blue goes then the "management" hat.

We will present those results later in this report.

We also prepared some **open-ended questions** that we were hoping would help leading the group into the design process and asked for some rough sketches of the scenarios we discussed.

WORKSHOP PROCEDURE

SIX THINKING HATS METHOD

What are the goals of the method we choose to use to get feedback?

Six Thinking Hats is a simple, effective parallel thinking process that helps people be more focused, productive and mindfully involved in the task of giving feedback or discussing a certain topic.

By using this method, we can learn how to better separate thinking into six clear functions and roles. Each one of these thinking roles is identified with a colored symbolic "thinking hat."

When wearing and switching "hats," people can easily focus or redirect thoughts during the conversation, for being forced to take on a certain personality and perspective.

The **White Hat** calls for information known or needed. "The facts, just the facts."

The **Red Hat** signifies feelings, hunches and intuition. When using this hat you can express emotions and feelings and share fears, likes, dislikes, loves, and hates.

The **Black Hat** is judgment - the devil's advocate or why something may not work. Spot the difficulties and dangers; where things might go wrong. Probably the most powerful and useful of the Hats but a problem if overused.

The **Yellow Hat** symbolizes brightness and optimism. Under this hat you explore the positives and probe for value and benefit.

The **Green Hat** focuses on creativity; the possibilities, alternatives, and new ideas. It's an opportunity to express new concepts and new perceptions.

The **Blue Hat** is used to manage the thinking process. It's the control mechanism that ensures the Six Thinking Hats guidelines are observed. **(We changed the role of this one)**

by: http://www.debonogroup.com/six_thinking_hats.php



WORKSHOP RESULTS

SIX THINKING HATS RESULTS



How do you imagine the main character and what do you think about its interaction with objects?

Since most of the feedback was obtained through the Six Thinking Hats method, we will now present what each "hat" told us:



INFORMATION

FOR ALL THAT I REALIZED WHEN PLAYING, I'M SURE IT'S SOMEONE FROM THE FUTURE.

THERE ARE NO UNLIMITED OBJECTS IN A SURVIVAL LIFE.



MANAGEMENT

WE CAN HAVE A MENU OF CHARACTERS IN WHICH EACH PLAYER CAN CHOOSE THE ONE MOST APPEALING TO HIM.

WE COULD HAVE A BACKPACK AS AN ITEM TO HAVE WHERE TO KEEP THE OBJECTS.



CREATIVITY

THE CHARACTER COULD HAVE A MORE ADVANCED SPACE SUIT, SINCE IT FELL ON AN UNKNOWN PLANET.

THE CHARACTER COULD CHANGE WHEN HE PICKS UP OBJECTS.

WORKSHOP RESULTS

SIX THINKING HATS RESULTS



How do you imagine the main character and what do you think about its interaction with objects?



OPTIMISM

I THINK THIS GAME SUITS ALL TYPES OF CHARACTERS.

WITH UNLIMITED OBJECTS THE PLAYER FEELS VERY MOTIVATED TO PLAY, I THINK THIS GOES VERY WELL.



FEELINGS

WHEN PLAYING I HAVE THE FEELING THAT IT IS A CHARACTER WITH NONHUMAN CHARACTERISTICS.

HAVING UNLIMITED OBJECTS GIVES ME A SENSE OF FREEDOM.



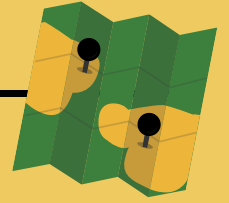
CRITICISM

HAVING A SPACE SUIT MAKES NO SENSE IN THE DESERT.

IT DOES NOT MAKE SENSE FOR OBJECTS TO LAST FOREVER WITHOUT BEING LIMITED.

WORKSHOP RESULTS

SIX THINKING HATS RESULTS



What do you think about the Map?

Since most of the feedback was obtained through the Six Thinking Hats method, we will now present what each "hat" told us:



THE GAME GIVES YOU THE OPPORTUNITY TO EXPLORE A LITTLE WITH ALL THE CONDITIONS, GOING THROUGH DIFFERENT ENVIRONMENTS.

THE MOUNTAIN IS THE HARDEST ZONE AND THE FOREST IS THE EASIEST ONE.



IF WE MANAGE OUR MOVES WELL WE CAN CROSS ALL THE ENVIRONMENTS WITHOUT GREAT DIFFICULTIES.

IN THE TECH GAME MANAGEMENT WILL BE DONE OTHERWISE, BECAUSE THE COSTS WILL NOT BE SO VISIBLE. YOU SHOULD HIDE THE VALUES IN THIS PROTOTYPE AS WELL.

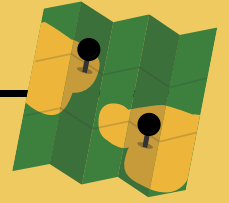


YOU COULD ADD TRANSITION ZONES BETWEEN ENVIRONMENTS.

HAVE DANGEROUS AREAS SUCH AS ACIDIC BOGS.

WORKSHOP RESULTS

SIX THINKING HATS RESULTS

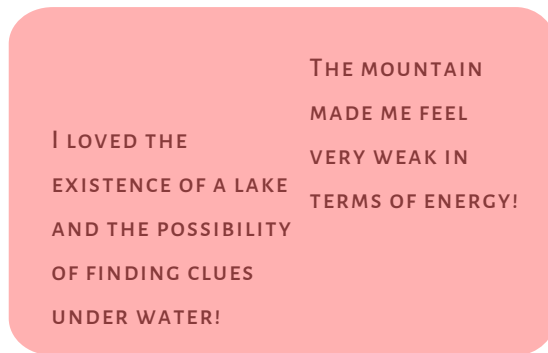


What do you think about the Map?



THE GAME HAS THE PERFECT CONTRASTS, I DID NOT REMOVE NOR PUT ANY ZONE. THAT WILL WORK WELL!

DIFFICULT AREAS LIKE THE MOUNTAIN ARE CHALLENGING WHICH IS ALWAYS GOOD IN A GAME!



I LOVED THE EXISTENCE OF A LAKE AND THE POSSIBILITY OF FINDING CLUES UNDER WATER!

THE MOUNTAIN MADE ME FEEL VERY WEAK IN TERMS OF ENERGY!

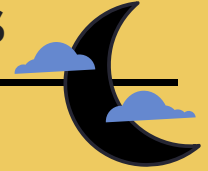


THE OBJECTS FOR EACH ZONE SHOULD NOT ALWAYS BE USED, IT IS VERY EASY TO SURVIVE IF WE WIN THEM ALL!

IT DOES NOT MAKE SENSE THAT THE ANIMALS WE HUNT ALL GIVE THE SAME ENERGY! A FOX IS MUCH BIGGER THAN A SQUIRREL, DOES NOT GIVE THE SAME ENERGY FOR CERTAINTY.

WORKSHOP RESULTS

SIX THINKING HATS RESULTS



What do you think about playing at night?

Since most of the feedback was obtained through the Six Thinking Hats method, we will now present what each "hat" told us:

INFORMATION



NO ONE WILL PLAY AT NIGHT HAVING THE POSSIBILITY OF SKIP IT.

THE NIGHT HAS NOTHING TO MAKE US WANT TO PLAY.

MANAGEMENT



IF WE PLAN WELL THE NIGHT, DURING THE DAY, IT WILL NOT BE SO DIFFICULT TO SPEND IT AWAKE. THERE ARE MANY OBJECTS THAT WE CAN USE TO MANAGE SURVIVAL AT NIGHT.

CREATIVITY

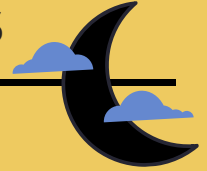


THERE COULD BE LIGHT OBJECTS AT NIGHT THAT WERE EASIER TO FIND THAN BY DAY.

THERE COULD BE A DIFFERENT BED BAG FOR EACH ROOM. FOR EXAMPLE TO THE LAKE, SOMETHING LIKE A COVERED BUOY.

WORKSHOP RESULTS

SIX THINKING HATS RESULTS



What do you think about playing at night?



DURING THE NIGHT IT SEEMS TO BE ALL THE MORE CHALLENGING, WHICH IS GREAT FOR A PLAYER WHO LIKES CHALLENGES!

A SURVIVAL GAME THAT FOLLOWS THE DAY LIGHTING WORKS VERY WELL!

I MISSED A FLASHLIGHT TO USE AT NIGHT, WITH THAT I WOULD FEEL MUCH LESS AFRAID.

SINCE I HAD THE SLEEPING BAG, I DID NOT WANT TO TAKE RISKS, I WANTED TO SLEEP AND KEEP MY VALUES SAFE!



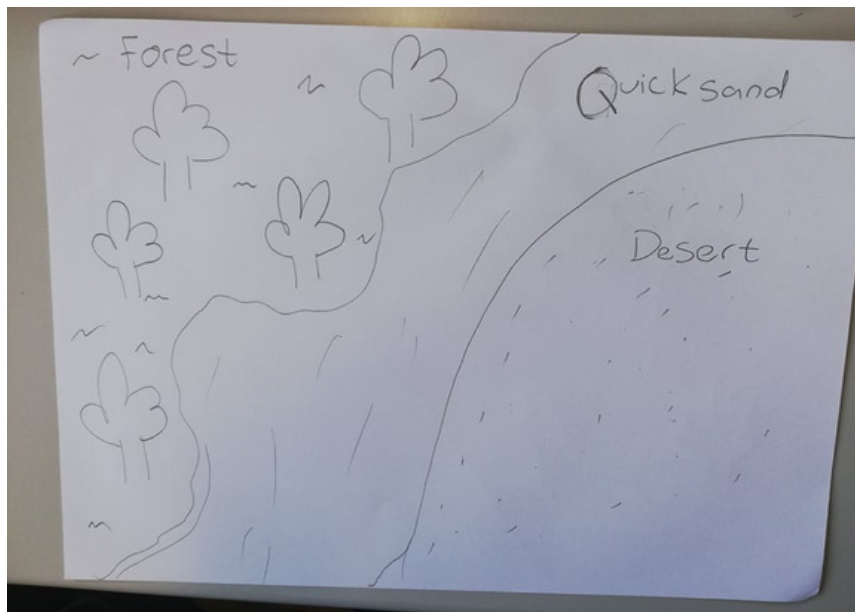
THE SLEEPING BAG GIVES TOO MUCH FREEDOM TO NOT PLAY AT NIGHT.

THE NIGHT IS BADLY THOUGHT OUT, LACKING DETAILS THAT ENCOURAGE US TO WANT TO SPEND IT AWAKE AND LIMITATIONS TO THE USE OF THE SLEEPING BAG.

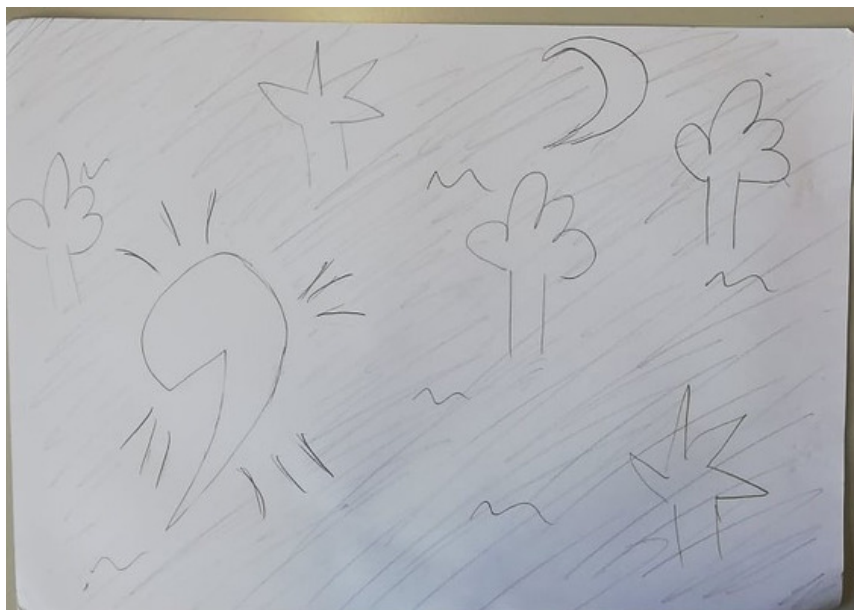
WORKSHOP RESULTS

MATERIAL PRODUCED

What things have changed in our game?



Drawing of one of the workshop participants for a **transition zone** between environments (to make it more difficult to move between zones).



Drawing one of the workshop participants to an **object to shine at night** (to symbolize being easier to find it).

CONCLUSIONS

RESULTS ANALYSIS

What analysis do we make of the feedback and new ideas?

From the co-design workshops here are the novelties we will adopt in our game:

Character and items:

Some of the items will have limited use, for example, the rope should break down after a few usages. The character will now have a humanoid figure, meaning that he is not a full alien looking character but also not 100% human.

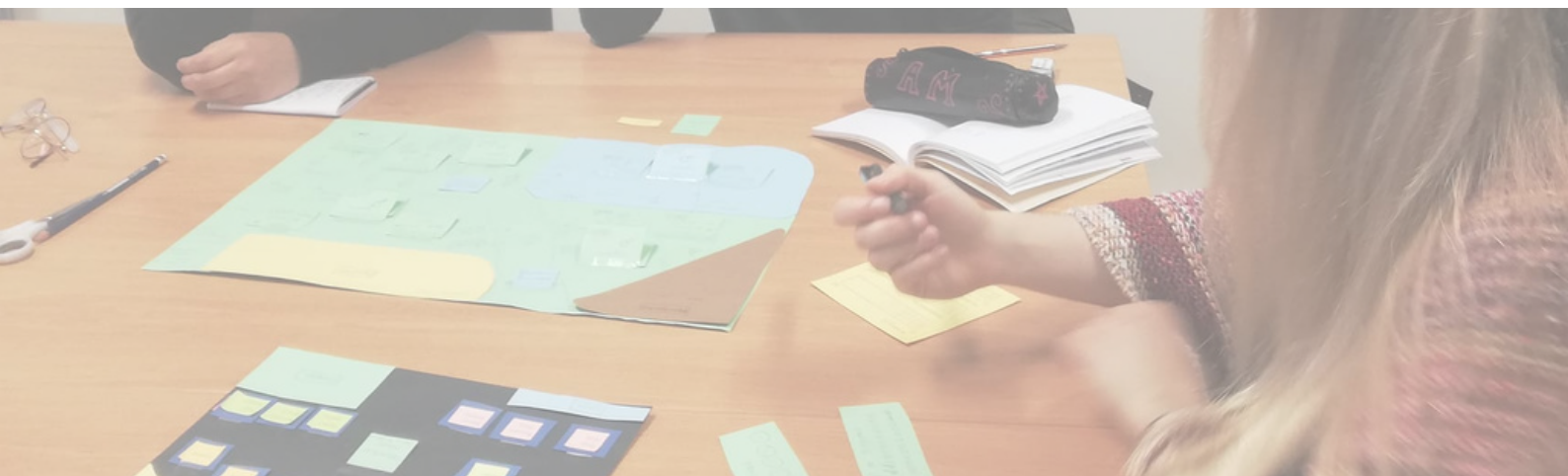
We will implement the bag as an item that translates into the inventory. You can only store a limited number of items there. If you have more you will have to discard others.

Map:

The map will have some secondary regions of slimy ground and/or fog between some of the other main regions.

Night:

We will make the night more appealing by making the spaceship parts shine through the dark, making them easier to find.





HOW LONG CAN YOU SURVIVE?

76468 | 82022 | 82057 | 82121