

Lecture 7

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### **Back to four steps**

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#### **Foundations**

Basic Idea

Problems with bugs

Still checking idea

#### **Structure**

Functionality and fun

Are players reaching the objectives?

Are players engaging in conflicts?

#### **Formal details**

Functional

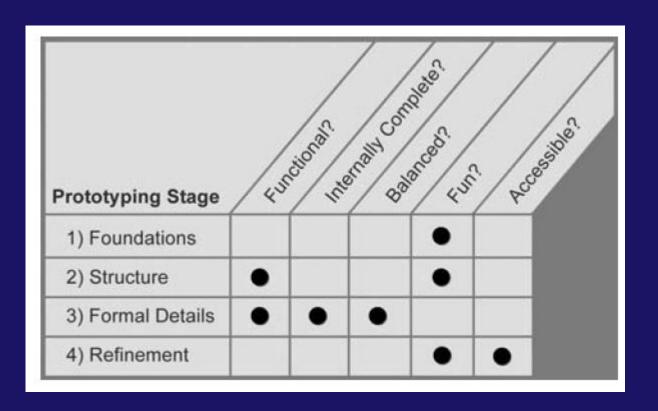
Internally complete

Balanced

### Refinement

Get Focus Back

Accessibility



#### **Functional?**

Give your prototype to new testers

Say nothing

Can they finish it?

### Complete?

Missing rules and mechanics

Unfinished parts (in terms of design)

#### **Exercise**

Shooter

Rounds

Spawns / Spawns Kills

How to prevent rage?



# Loopholes





### Is it a loophole or a feature?

Give your prototype to seasoned testers

Ask to break the game

How far can they go?

#### **Dead Ends**

Can't move

Can't win or lose

### Balancing

Balancing Variables

**Balancing Dynamics** 

**Balancing NPCs** 

**Balancing Skill Level** 

#### **Variables**

HP, Speed, Time, Bullets...

Build 3 difficulty levels

Change variables one by one

### **Dynamics**

New combinations of variables

WOMBO COMBO

Many examples

### **Reinforcing Relationships**

Early Advantage

Easy to predict result

Boring

You can measure it

#### **Exercise**

How to eliminate RR?

TCG

BR

Strategy

# **Dominant Objects**

# **IMBA**

	Rock	Paper	Scissors
Rock	0 +1		-1
Paper	-1	0	+1
Scissors	+1	-1	0

### **Get Stats**

	Герой	Количество игр	Games Banned	Popularity 🔻	- Процент побед	% ∆
	D.Va	14298	37511	65,8%	58,3%	15,2%
	Кель'тас	12701	34460	59,9%	49,2%	1,3%
	Ли-Мин	21509	21587	54,7%	47,6%	0,5%
	Тассадар	18136	24820	54,6%	52,2%	-0,3%
	Диабло	21180	17373	49,0%	49,3%	0,1%
<b>(</b>	Mei	10522	25727	46,0%	53,4%	-0,7%
	E.T.C.	15678	17570	42,2%	49,7%	1,1%
	Imperius	12771	20129	41,8%	49,9%	-1,2%
	Джоанна	16292	12906	37,1%	48,6%	0,8%
	Гаррош	9540	17557	34,4%	48,0%	0,9%

### **Dominant Strategies**

Tic-Tac-Toe

Not the same as favorite strategy

Counter-strategies

### **Balancing Positions**

Symmetry (of what?)

Going first

Length of the game is important

### **Asymmetrical Games**

Different characters

Different positions

Different Goals

What about your game?

# **Ticking Clock**

Weak Defender

Strong Attacker

**Limited Time** 



#### **Protection**

Equal powers

May change roles

#### **Exercise**

Add asymmetrical mechanics to you game

### **Individual Objectives**

First to win?

Many winners?

Are they actually interacting?



# **Completely Asymmetric Games**





### What to do?

Produce the first prototype

Playtesting script

#### References

Game Design Workshop-A playcentric approach to creating innovative games-2nd Edition

https://www.gamasutra.com/view/feature/169069/finding out what they think a .php?page=2