

Note: Please turn on the notes view to see the spoken portion of this presentation.

# One-Page Designs

**Stone Librande**

Creative Director, EA/Maxis

# Overview

- Standard design documentation
- What are one-page designs?
- Creating your own one-page designs
- Benefits

# Design Bibles

## 1. Game Mechanics

- 1.1. Core Gameplay
- 1.2. Game Flow
- 1.3. Characters/Units
- 1.4. Gameplay Elements
- 1.5. Game Physics
- 1.6. Statistics
- 1.7. AI
- 1.8. Multiplayer

## 2. User Interface

- 2.1. Flow chart
- 2.2. Functional Requirements
- 2.3. Mock-up
- 2.4. Buttons, icons, pointers

## 3. Art and Video

- 3.1. Goals, style, mood
- 3.2. 2D art and animation
  - 3.2.1. GUI
  - 3.2.2. Special Effects
- 3.3. 3D art and animation
- 3.4. Cinematics

## 4. Sound and Music

- 4.1. Goals, style, format
- 4.2. Sound effects
  - 4.2.1 GUI
  - 4.2.2. Special effects
  - 4.2.3. Environment
- 4.3. Music
  - 4.3.1. Events
  - 4.3.2. System screens
  - 4.3.3. Level theme
  - 4.3.4. Situations
  - 4.3.5. Cinematic soundtrack

## 5. Story

- 5.1 Backstory and world
- 5.2. Character descriptions
- 5.3. Game text, dialog requirements
- 5.4. Sample scripts

## 6. Level Requirements

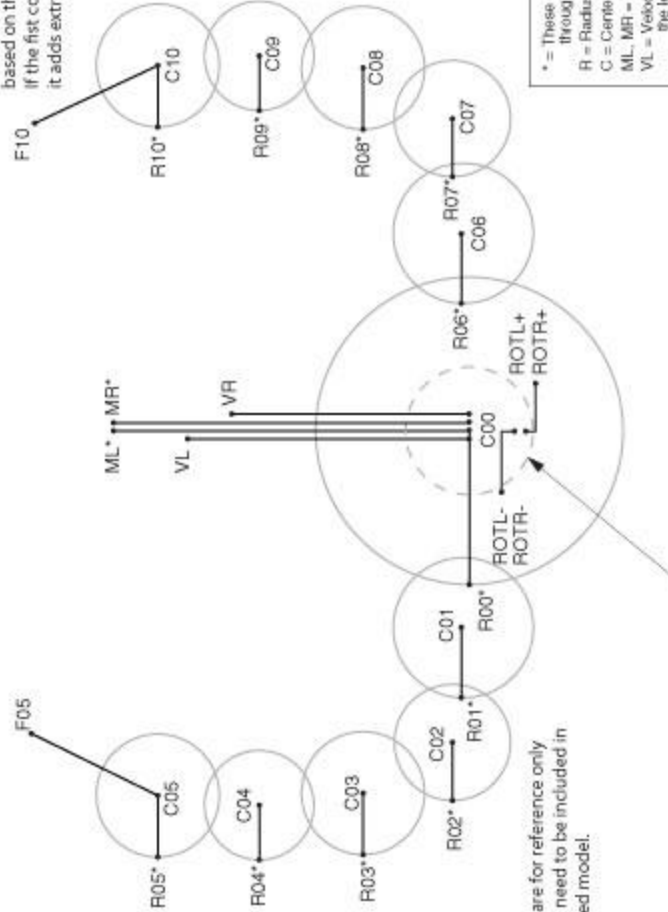
- 6.1. Level Diagrams
  - 6.1.1. Flow diagrams
- 6.2. Asset revelation schedule



# Anatomy of a Creature

## Time Estimates

The fists need force vectors based on the arm's strength. If the fist connects with an object it adds extra force to the collision.



The circles are for reference only and do not need to be included in the compiled model.

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## History

Eight years ago the birth of INN. After it dropped. Three years later on-line chat, but

## Today

Using the existing cludes all the *Hoyle's* access, but is more futuristic.

Gamble in a safe tasies, and play the r people, gamble, chat slapstick, good-nature

The key concept third-person virtual v ing, swimming, hot-viable economically. Hoyle games and add

## Financial Mo

*Larry's Casino* Berkeley's Jack gam four additional "part national advertisers t challenge, etc.

## Theme

Once again, Leis "from" a casino. He 4 dollars to spend? He line Larry will playe sino for its mob own

One running ga counter, sells every scuries into every s

## Goals

Our goals are fu on-line and off-line p additional funds; pro line the method of m

own message file. In M center out (from left-to

The following cha renthe sis.

## Women

**5000—Passionate**  
*Patti is not young—only plays famous strip*

*Our next selection*  
**50—Passionate Patti Doe**  
*Expect traveling salesm you'll probably just en lines over and over—ju MIKE IS LIVE (ENT nio—Just select Passio winnings—*

**5100 Drew Barin**  
Beautiful, young, i much time as possible d

Next up is the bea Drew Baringmore! As her time as possible n really loved how Drew lucky, before... Oh, wa you choose Drew, you

**5200 Cavaricchi**  
Beautiful young b sense girl with well-def

Well now, who ha ing hit on by men? Ho little number right here poor Larry found out, a beautiful young bisex ricchi is one tough, no Cav tonight!

**5300 Annette Ba**  
A mysterious, darl realizing his name refe hat. She wanted someo

Moving now to a s *film noire* woman in "I girl...actually she was her. She never realized mit murder for her, but she lovely? Well, of co a classic 1940's black s People are dying to me

# Scene-By-Scene Description

## 0's, Miscellaneous Animation

## 1000. User Interface

The 1000 numbers include everything that is shared globally: menus, cursors, icons, etc.

Rock Hard
Map
Internet play
My Stuff...
Options...
Help
Exit

### Menus

The right-click menu will contain at least the following items (more will probably follow as we discover what I've forgotten!).

### Title Bar

This only says "Rock Hard" if that's the player's chosen persona.

### Map

Takes you to the Map without leaving the current scene so in case you cancel while on the Map, you'll still be exactly where you were. While in the Map, this menu item changes to "Return from Map."

### Internet play

Takes you to SIGS. If you are not in a game, lets you select the game in SIGS, then takes you there. If you are already gambling, you remain in your chosen game. When you return, your on-line sign-up mates are there with you.

Stuff	
Money	\$5000.00
Cigars	3
Condoms	2
Disinfectant	1
Roses	12

### Stuff...

Opens a hierarchical menu off the side listing all the "stuff" you have in inventory, which at the very least includes money and probably other things you've bought or been given. Left-clicking on one of the items expands another layer of menu of verbs that includes "give" if the item is "giftable." Give then has a sub-menu that lists all the people in your immediate "chat area."

### Options...

Goes to a tabbed dialog with all the choices in *Hoyle's* "Controls" dialog, except "Attitude." Added to the *Hoyle's* collection will be individual tabs for each of the games, allowing players to customize everything we think may ever be annoying. (For examples, see Office '97's "Tools | Options" menu item.) Each game's specifics are under that game. Going to Options from within a game opens to that game's sheet. Going to Options from anywhere else opens to the General sheet. Here are just a few of the many items available to futz with:

- Text color (of text you send to others)
- Background color (of text you send to others)
- Reading speed (for others' cartoon bubbles)

### Help

Takes you to the standard Windows Help system, and Al's rip-off of *Hoyle's* help system.

### Exit

Sure, ask 'em to confirm, but if they do, don't display a commercial, just get the hell out!

### Chat Bubble

Chat is displayed inside a rounded-corner rectangle, with one corner replaced with a comma shape leading from the persona's mouth. Bubbles scale to fit the text typed. The left personas' bubbles go to the right, while the right personas' bubbles go to the left; the inner personas' bubbles go above, while the outer personas' bubbles go below. Each bubble attempts to not cover other bubbles, although that seems impossible. Keep them gracefully shaped and proportionate (i.e., approximately 3x5 proportions), rather than rigid and within fixed boundaries.

# GRIM



## Puzzle



### Cut-Scene: Choo-Choo Farewell

So it was Evaluna, after all, who stole the suitcase. After doing that, she rallied the L.S.A. reserves, now a hundred strong, and secured the train station with them. Manny finds a special ticket waiting there for him—first class for retired civil servants. He gets on the train with Meche and Glottis (Demons ride free! At least, to the border) and they wave good bye to Eva and her troops.

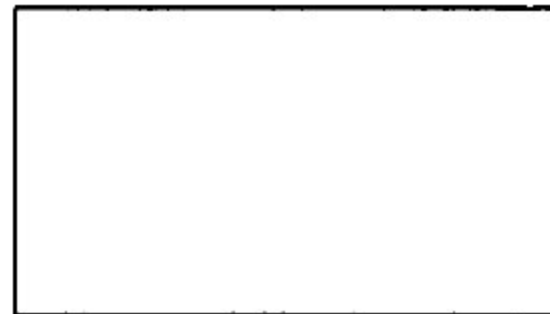
They speed across the world to the Mayan temple, where Glottis gets off. He can't leave the Land of the Dead, and there is a tearful farewell, but happy because Glottis has found a home with the little demon mechanics.

All the cheated souls finally get their tickets and board the train. The angelitos ride up front with Manny and Meche, singing "Chattanooga Choo Choo" and dancing in the isles until the train starts chugging out of the station and they all stick their heads out the windows to see the new world coming.

To protect this document,  
please restrict your fallen  
tears of joy to this box.  
Thank you!



To protect this document,  
please restrict your fallen  
tears of joy to this box.  
*Thank you!*



# Pros

- Definitive source of information
- Entire design is in one place
- The act of creating the document is the act of designing the game

# Cons

- Doesn't scale up
- Hard to manage updates
- Difficult to search



# Design Wiki



#### navigation

- [Main Page](#)
- [Design](#)
- [Art](#)
- [Milestones](#)
- [Discussion Topics](#)
- [Recent changes](#)

#### search

#### toolbox

- [What links here](#)
- [Related changes](#)
- [Upload file](#)
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[page](#) [discussion](#) [edit](#) [history](#)

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## Design

### The Game

- [Gameplay Focus](#)
- [The X](#)
- [Metrics](#)
- [Story](#)
  - [Characters](#)
  - [Boss Characters](#)
  - [Tutorial - Tier 1](#)
  - [Cutscenes](#)
  - [Comic Sequence Dialogue](#)
- [Badges - Tier 1](#)
- [Replayability Brainstorming](#)
- [Funny Moments Brainstorming](#)

### The Creature

- [Creature Stats](#)
- [Body Parts List](#)
- [Body Parts Locations](#)
- [Special Abilities](#)
- [Special Abilities List](#)
- [Balancing](#)
- [Stat Boosts](#)

### Creature Creator

### Planets

- [Differences between moon and planets](#)
- ~~[Moons - Tier 4](#)~~
- [Planet List](#)
- [Final Planet Names](#)
- [Planet Brainstorm](#)

### Space Travel

- [The Spaceship - Tier 1](#)
- [Gameplay - Tier 1](#)
- [UI](#)
- [Forgotten Master's dialogue](#)
- [Controls](#)
- [Unlocking Parts](#)
- ~~[Combat - Tier 2](#)~~

### Arena Battling

- [Gameplay](#)
- [Battle Types](#)
- [Arena Overview](#)
- [Power ups](#)
- [Power ups Brainstorming](#)
- [Controls](#)
- [Camera & Viewpoint](#)

### Multiplayer

- [Multiplayer Metrics](#)
- [Friend Codes](#)
- [Records - Tier 2](#)
- [Local Play - Tier 1](#)
- [Nintendo WiFi Play - Tier 2](#)
- [Creature Creation Battles - Tier 2](#)
- [Creature Sharing - Tier 2](#)
- [Pollination & Uploading Creatures](#)
- [Sporepedia - Tier 1](#)
- [Demo - Tier 3](#)

### Lists

- [Animation Lists](#)
- [SFX Lists](#)
- [3D Assets](#)

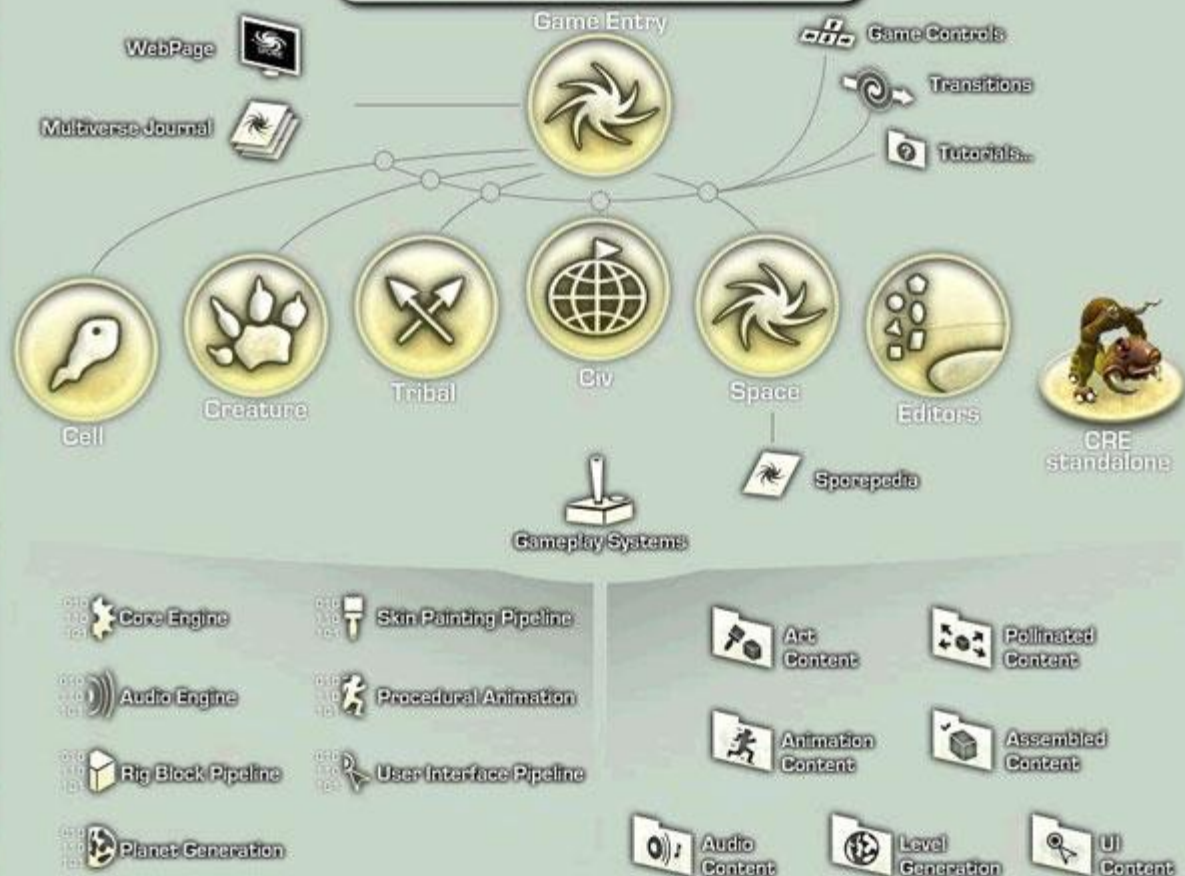
## FRONT PAGE

Edit this page (Last modified September 16, 2008 by pswearengen - diff)

[Front Page](#) | [Recent Changes](#) | [Title Index](#) | [User Preferences](#) | [Random Page](#) | [Help](#)

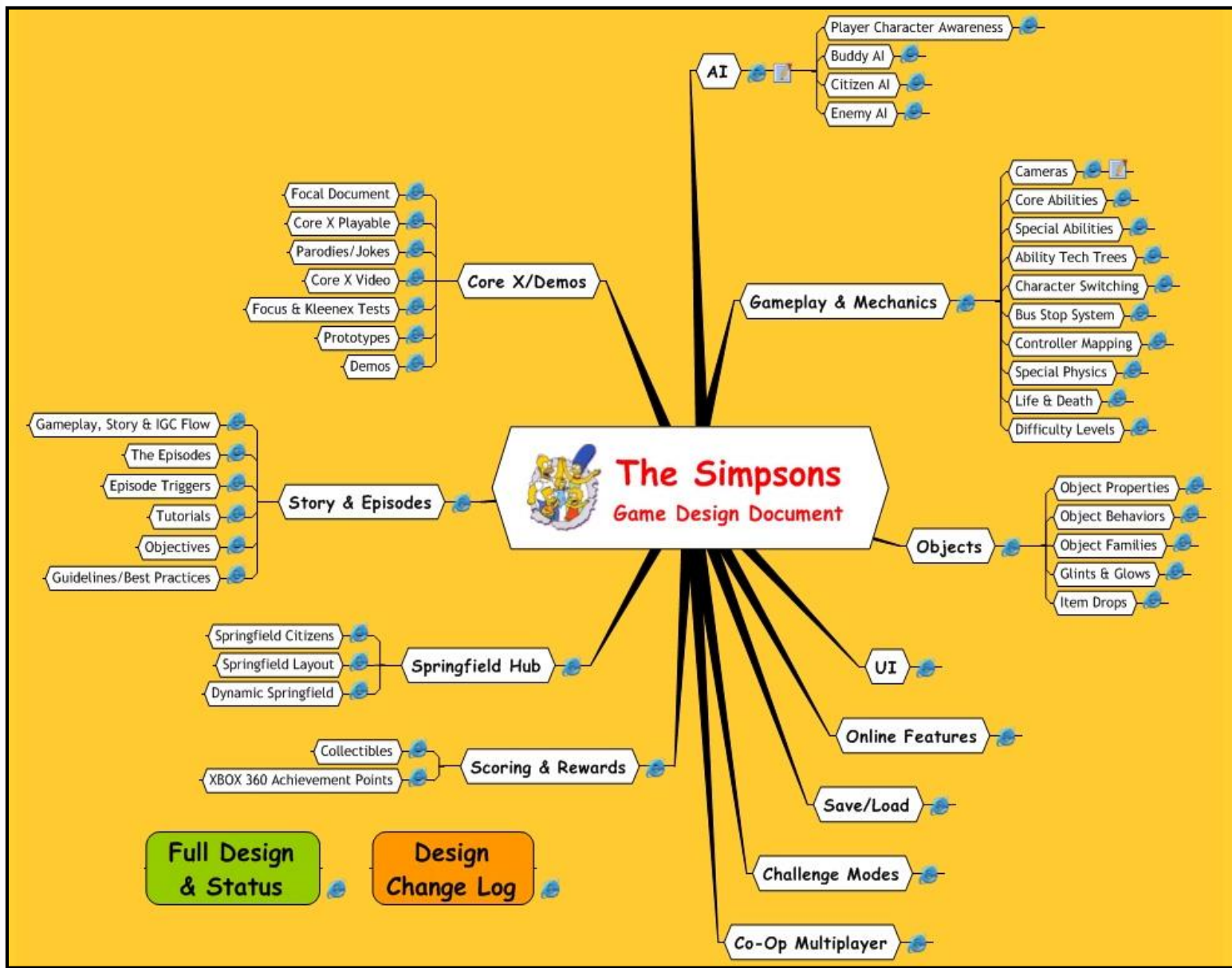
» [Stone Librande Home Page](#) » [Front Page](#)

### SPORE CANON AND LEVEL VISION



SPORE FRANCHISE PROJECTS





# MARGE'S MEALS

## INGREDIENTS

The secret to any great meal is the ingredients. Marge can find a wide variety of food items as she explores Springfield and those items can be combined in nearly limitless ways. Each ingredient in the game is described by a small number of parameters (which are not exposed to the player). This lets us change the ingredients at any time without breaking the underlying cooking system.

- As Marge travels around the town she sees food icons. (Many of these are the same food icons that Homer can eat for calories.) When Marge touches one she doesn't eat it; instead the food ingredient instantly teleports to the Simpson's refrigerator and a message appears, "[Food name] collected". In smaller text is the message, "Use your refrigerator to prepare a meal".
- All ingredients are stored in the Simpson's refrigerator. When Marge is in the kitchen and walks near the refrigerator a contextual message, "Press X to open" appears. Confirming the message causes a full screen image of an open refrigerator to appear. This is similar to an inventory screen in a typical RPG, with slots to hold items. A little number next to each item shows how much of that food you have (up to 10 each). Some items are stored on the main shelves and some are kept in the door. There are exactly enough food items in the game to fill up each slot. In this way the refrigerator acts like a trophy case, letting the player easily see if they have a complete food collection.



- In the example above there are 37 slots in the refrigerator, which means that there are 37 different ingredients in the game. (This number can be adjusted as needed.) This allows Marge to cook approximately 5000 unique meal variations.

## Ingredient Rarities

# Pros

- Easy access
- Easy to update
- Bite-sized chunks
- Team contributions
- History tracking and accountability

# Cons

- Requires constant maintenance
- Hides design relationships
- Low resolution
- Frustrating viewport limitations



# Observation

- *Problem:* Most people don't read past the first page or screen.
- *Solution:* Only use one page.

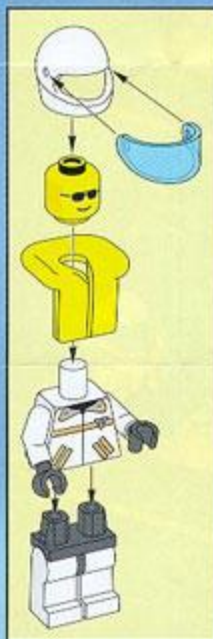
# **One-Page Design Inspirations**



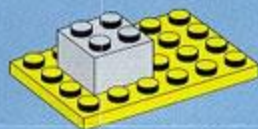


LEGO SYSTEM

6415/6428



1



2



3



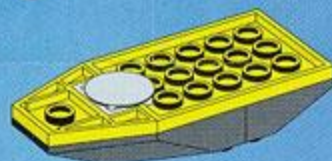
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6



7



8



9

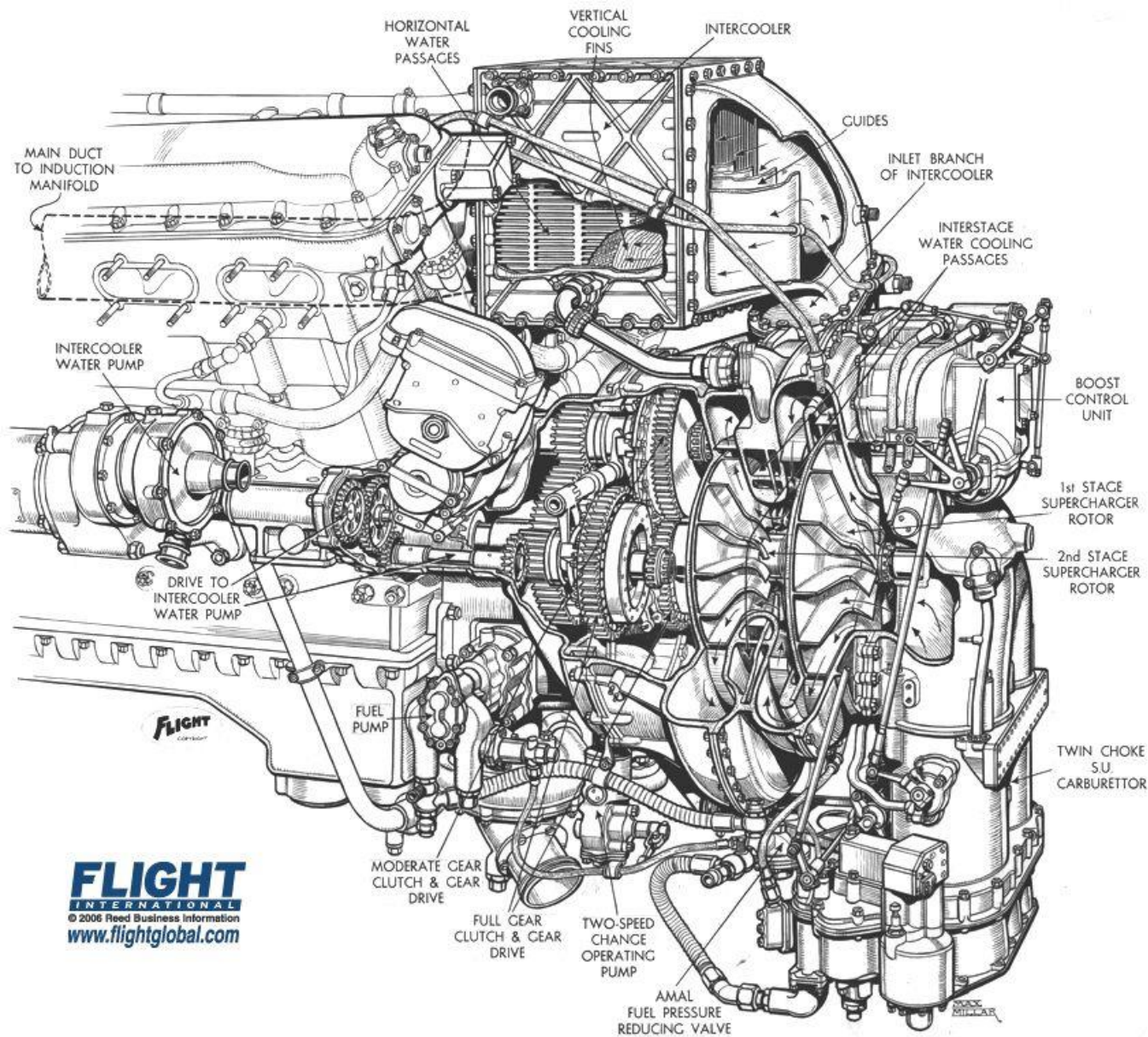


10



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65

## CRETACEOUS PERIOD

MILLIONS OF YEARS AGO (MYA)

**BRACHIOSAURUS**  
80+ feet long • 39+ feet high  
24.4 meters long • 11.9 meters high

**TYRANNOSAURUS**  
40 feet long  
12.2 meters long

**PARASAUROLOPHUS**  
33 feet long  
10 meters long

**IGUANODON**  
33 feet long  
10 meters long

**DEINONYCHUS**  
13 feet long  
4 meters long

**TRICERATOPS**  
25 feet long  
7.6 meters long

**SPINOSAURUS**  
40+ feet long  
12.2+ meters long

145

## JURASSIC PERIOD

208

## TRIASSIC PERIOD

FIRST DINOSAUR 230 MYA

245

**DILOPHOSAURUS**  
20 feet long  
6.1 meters long

**ALLOSAURUS**  
39 feet long  
11.9 meters long

**ORYOSAURUS**  
13 feet long  
4 meters long

**STEGOSAURUS**  
25 feet long  
7.6 meters long

**PLATEOSAURUS**  
27 feet long  
8.2 meters long

**HERRERASAURUS**  
17 feet long  
5.2 meters long

**EORAPTOR**  
3 feet long  
1 meters long

# DINOSAURS THROUGH THE AGES

©M. Ruskin Co. 1996

DIN 1

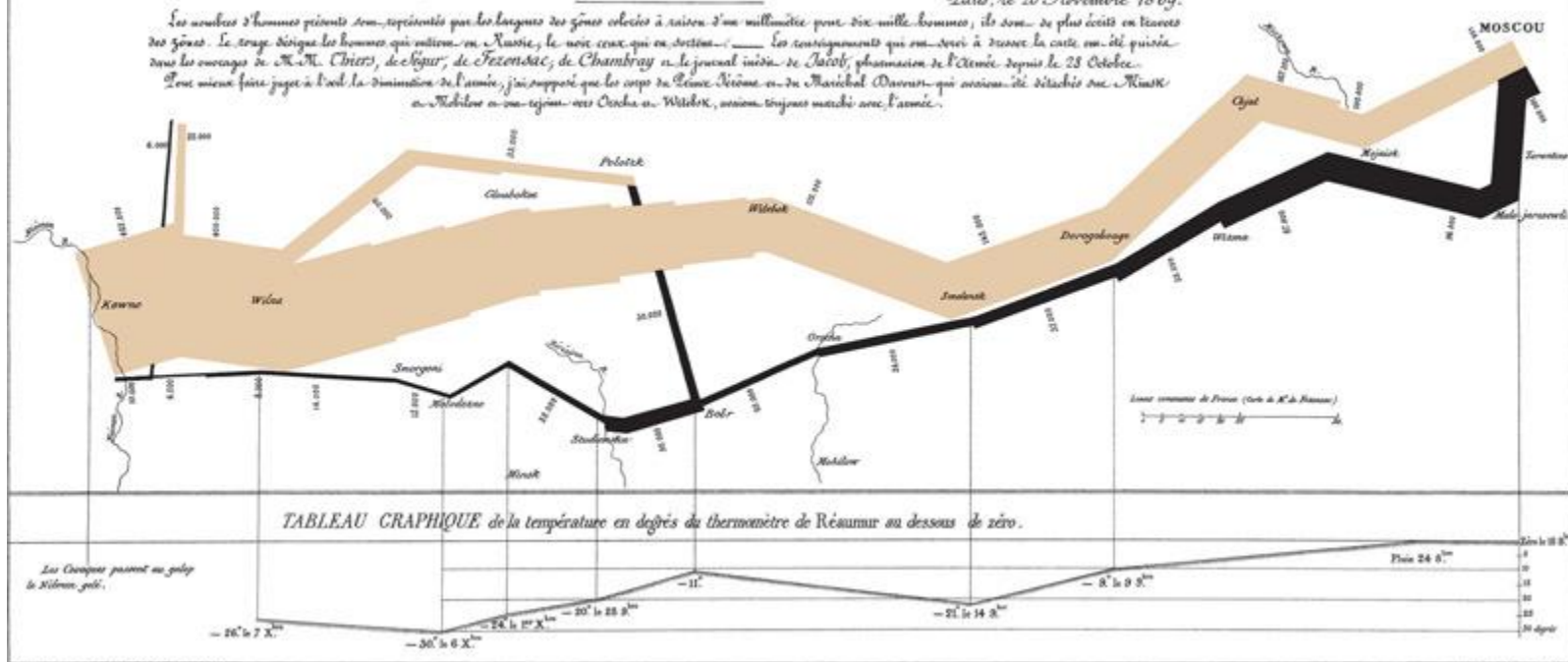
DINOSAURS THROUGH THE AGES

Art by Dave Mairs

# Carte Figurative des pertes successives en hommes de l'Armée Française dans la campagne de Russie 1812-1813.

Rédigée par M. Minaud, Inspecteur Général des Ponts et Chaussées en retraite. Paris, le 20 Novembre 1869.

Les nombres d'hommes présents sont représentés par les longueurs des zones colorées à raison d'un millimètre pour dix mille hommes; ils sont de plus écrits en travers des zones. Le rouge désigne les hommes qui ont péri en Russie; le noir ceux qui en sont sortis. Les renseignements qui ont servi à dresser la carte ont été puisés dans les ouvrages de M. M. Chiers, de Ligny, de Ferey, de Chambray et le journal inédit de Jacob, pharmacien de l'Armée depuis le 25 Octobre. Pour mieux faire juger de l'effet de la diminution de l'armée, j'ai rapporté que les corps de L'Armée Napoléon en du Maréchal Davout qui avaient été détachés vers Kusk et Tobolsk en une région vers Orenbourg, avaient toujours marché avec l'armée.



# One-Page Design Examples

# Entering battle.net

Aug. 18, 2004

## Opening screen

Single Player  
battle.net  
Gateway US West  
Other Multiplayer  
Credits Cinematics  
Exit Diablo 3  
v1.0

Other Multiplayer  
Internet/LAN Game  
Open battlenet  
Will this feature be included?  
Cancel

Internet/LAN Game  
Your address 216.101.25.141  
Host  
Enter TCP/IP address  
Host name: 1stClass Time played:  
Race: 1/Slayer 0/0s, 1/0s  
File IP: 12/Watch 1/0s, 1/0s  
Cancel Join  
download until  
game selected

Enter Host IP:  
OK Cancel

Select Gateway:  
US West  
US East  
Asia  
Europe  
OK Cancel

Character Create/Load  
*see below*

appears if password is incorrect  
Incorrect account name  
or password!  
OK

## Log in

Account Name:  
Password:  
Log In  
Account Settings  
Create New Account  
Cancel

disabled until account  
and password fields  
are filled in  
there may only be one  
account per CD key -  
if this is the case then  
this button should be  
disabled (or hidden)  
after you make your  
account.

Account Settings  
Change Password  
Get New Password  
Change Email  
Cancel

Change Password  
Account Name:  
Current Password:  
New Password:  
Verify New Password:  
Cancel

Get New Password  
Account Name:  
Email Address:  
Cancel OK

Terms of Use  
legal stuff...  
Disagree Agree

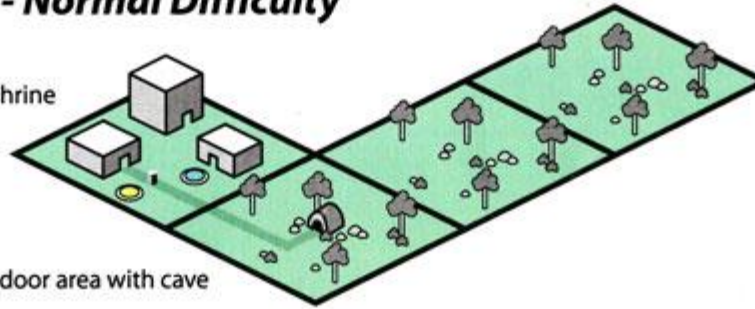
Create New Account  
Account Name:  
OK  
appears if everything is fine

Change Email  
Account Name:  
Old Email Address:  
New Email Address:  
Verify New Email:  
Cancel Send



# The World of DHack - Normal Difficulty

Small town with healing shrine and identify shrine.

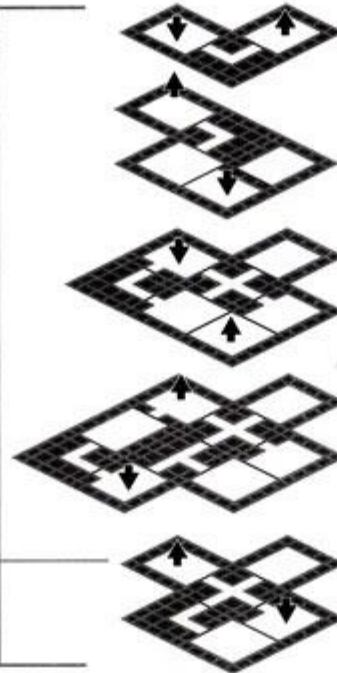


Outdoor area DRLG  
(This is for demo purposes and can be any size.)

Small outdoor area with cave

## Mines (Levels 1 - 5)

It was once a prosperous mining operation but now it lies in ruins. What caused this destruction?



### Level 1 - Mines

(Up and down stairway plus 1 random tile)

### Level 2 - Mines

(Up and down stairway plus 3 random tiles)

### Level 3 - Mines

(Up and down stairway plus 5 random tiles)

### Level 4 - Mines

(Up and down stairway plus 7 random tiles)

### Level 5 - Mines

Swarm Level  
(Up and down stairway plus 4 random tiles)

## Swarm Level

Every 10<sup>th</sup> level, starting with the 5<sup>th</sup>, contains only one type of weak monster in large numbers.

## Caves (Levels 6 - 10)

The first group of miners that broke through to this vast underground cave system unleashed horrors beyond comprehension.

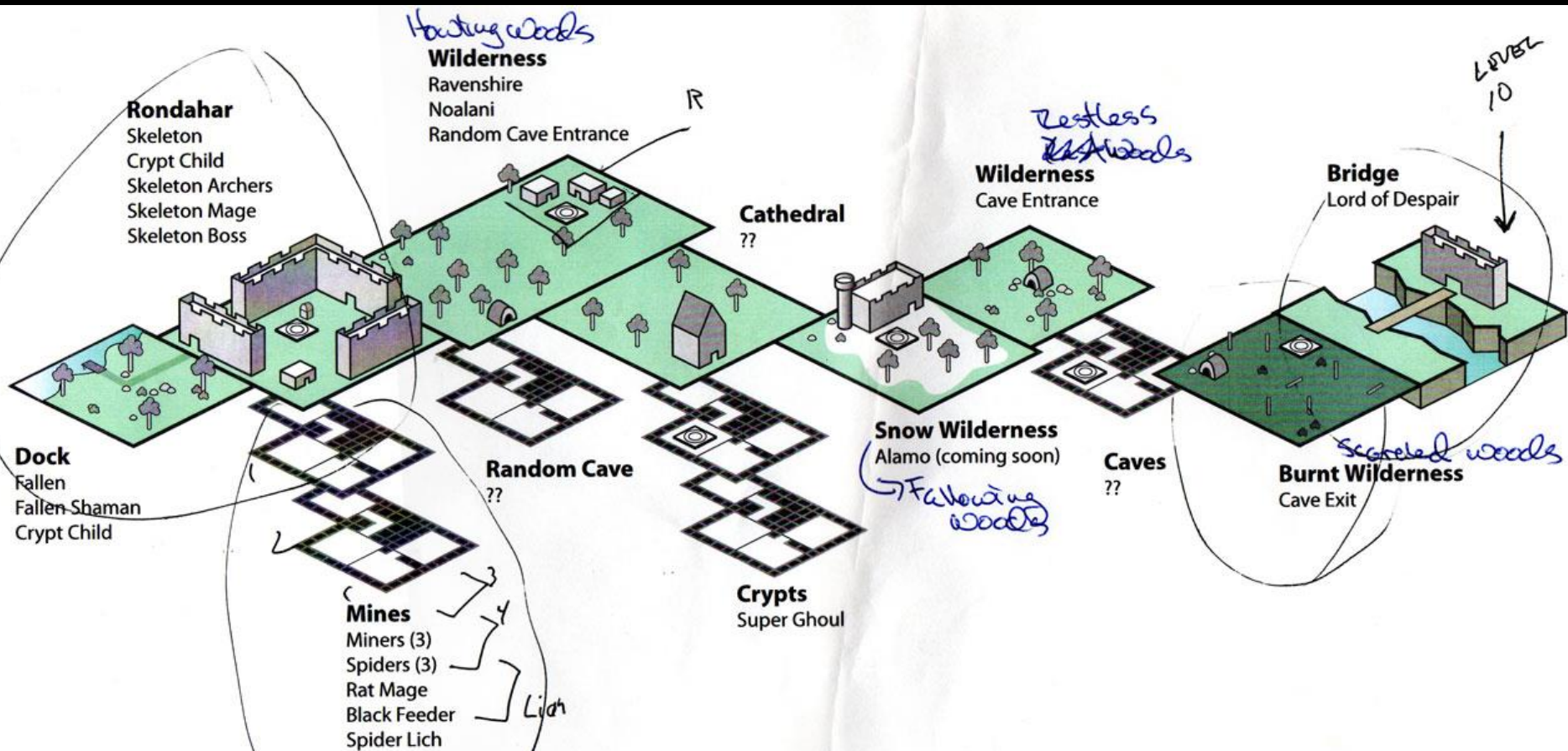


### Level 6 - Caves

(Up and down stairway plus 1 random tile)

⋮

⋮







Level 13: 20 minutes (1:30-1:50)

## 10) WiddowsTier



**TattooedCorpse**  
Melee,  
Runs when hurt,  
Eats dead for health



**DeathClan**  
Melee  
Buffs DeathClan



**DeathClanShaman**  
Melee  
Gets +damage buff



**RazorDemon**  
Range lightning



**VerminLord**  
No direct attack (runs),  
Seeking poison cloud



**StoneBlight**  
Melee

Level 13: 10 minutes (1:50-2:00)

## 11) Winterstone



**Fallen**  
Melee, Runs away when  
another monster dies



**DarkOne**  
Melee



**FeralKin**  
Melee



**Balrog\_Winterstone**  
(Q#? Boss)  
Random Name

Level 14: 20 minutes

## 12) Nepha

Needs m

Level 12: 10 minutes (1:20-1:30)

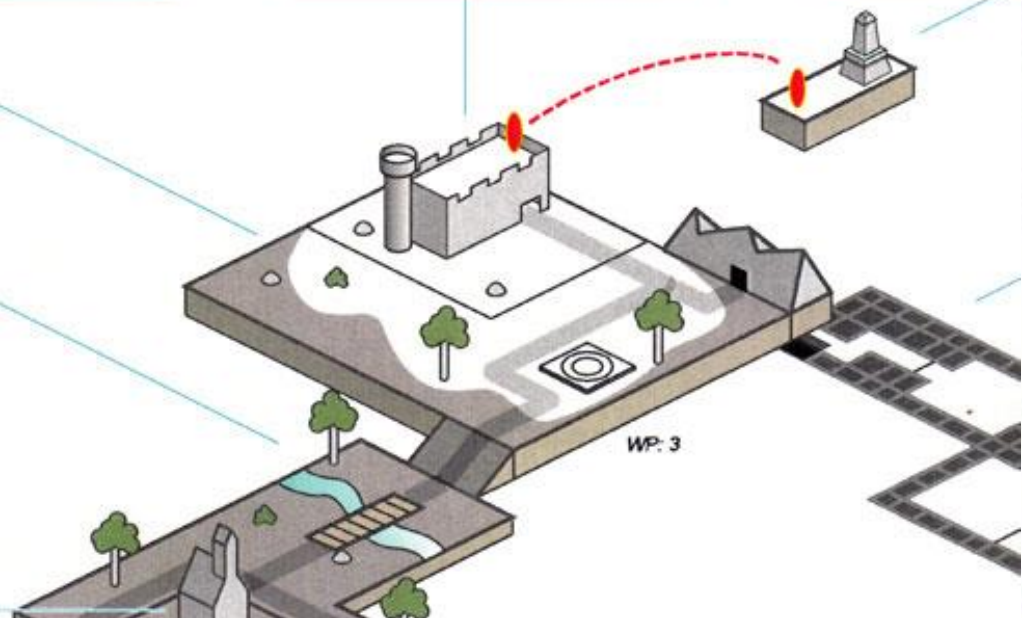
## 9) CathedralofLostHope



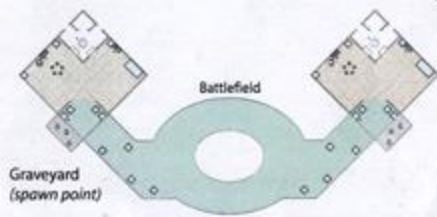
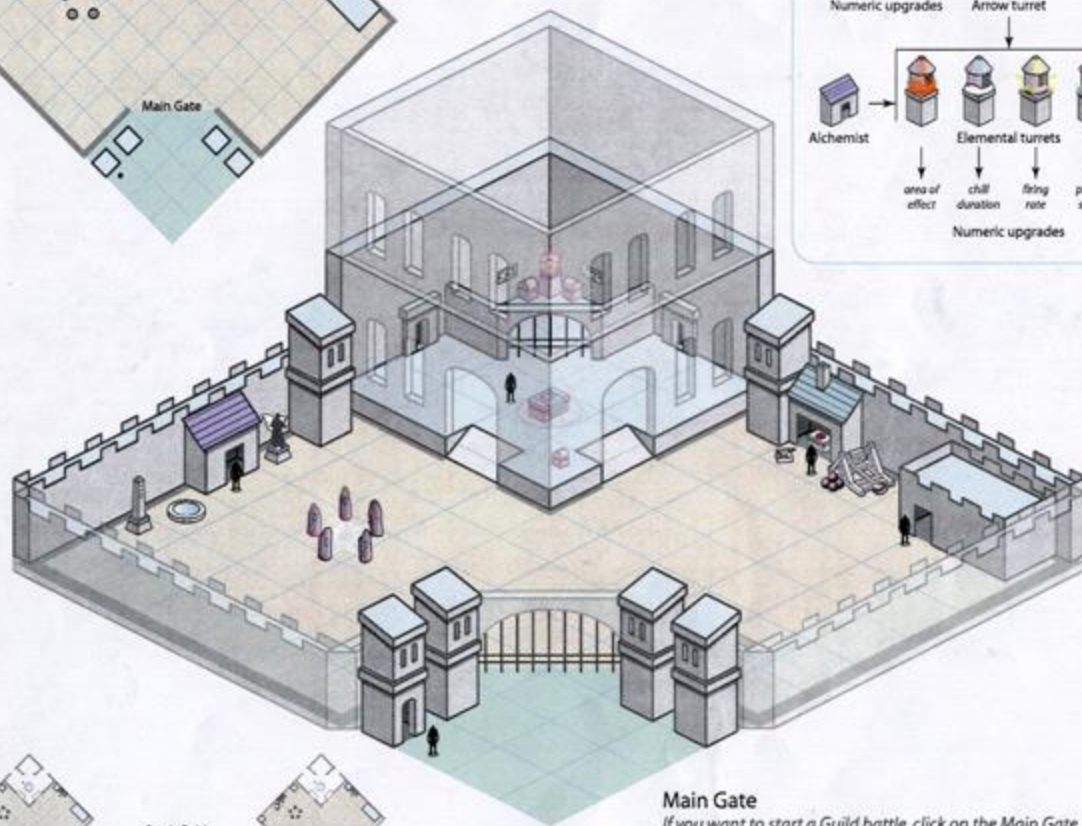
**Fallen**  
Melee, Runs away when  
another monster dies



**HorrorMage**  
Range fireballs





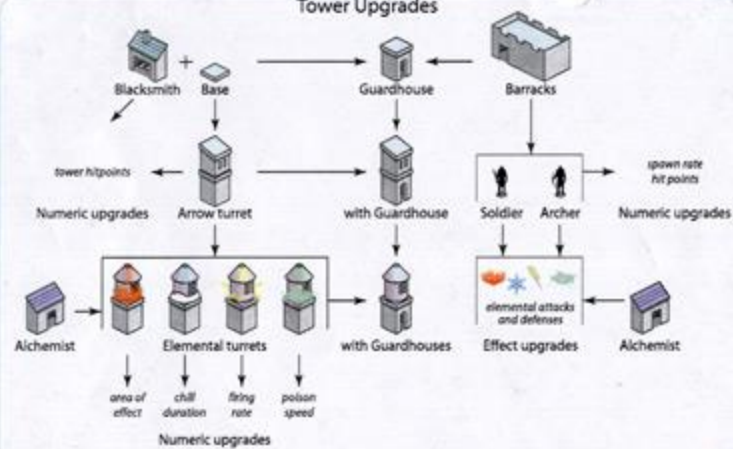


### Main Gate

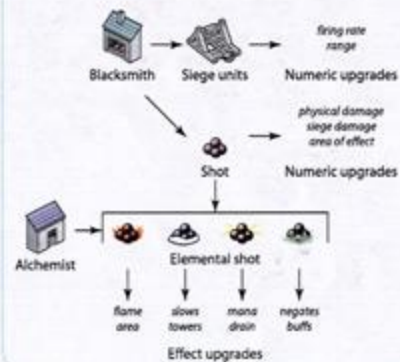
If you want to start a Guild battle, click on the Main Gate.

- 1) If members of your Guild are already in a battle, and that game is not full, then you will join them.
- 2) If there is no battle to join then you will start a new game.
- 3) After matchmaking with another Guild, then a transition occurs and you are removed from your "Quest Guild" and placed in a "Battle Guild".

### Tower Upgrades



### Offensive Upgrades



### Stat Upgrades







### Direct

Shot does not travel along path, but hits target instantaneously.

0



Parameters:  
delay

### Melee

A type of direct damage that can only be delivered by the source being within close range of a target.



Parameters:  
same as Direct  
min-max range  
move in and attack (on/off)

### Instant

Near instantaneous delivery that cannot be dodged, but can be blocked by other objects.

0



Parameters:  
min-max range  
pierce (on/off)

### Propelled

Shoots out an object (actor) that can be dodged or blocked by other objects.

0



Parameters:  
min-max range  
distance trigger  
time trigger  
velocity  
pierce (on/off)

### Lobbed

A type of propelled delivery that arcs up and passes over objects.



Parameters:  
same as Propelled  
launch angle

### Pathing (Homing)

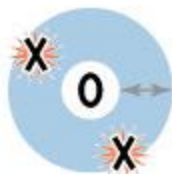
A type of propelled delivery that follows an arbitrary set of rules (AI) and attempts to reach a target, despite obstacles.



Parameters:  
same as Propelled  
pathing rules

### Area - Circle

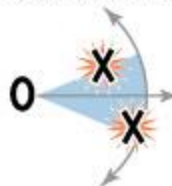
Payloads delivered to all targets within area at a set rate.



Parameters:  
frequency of payloads  
distribution  
dissipation  
min-max range  
min-max height  
spherical or cylindrical

### Area - Cone

Similar to a circle, but in a specified arc.



Parameters:  
same as Circle  
min-max arc width

### Area - Beam

Similar to a cone, but in a rectangular shape.



Parameters:  
frequency of payloads  
distribution  
dissipation  
min-max x,y,z

### Nova (Wave)

Attack radiates out from central point.

Target takes one hit as wave passes through it.

(Note: novas are typically a full circle, but do not have to be).



Parameters:  
min-max range  
min-max arc  
velocity  
2D or 3D  
ground hugging (on/off)  
dissipation



# Demonic Mage

## Fire Chain

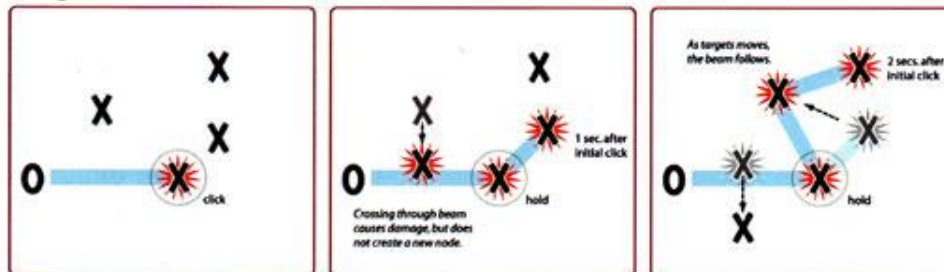
### Skill Category

Fire

### Description

Fire streams from the Mage's fingertips and spreads in chains to nearby monsters, burning them over time. The Mage must remain still while this happens. If the Mage gets hit, moves or releases the mouse button, the effect is broken.

### Diagram



### Details

Target a single monster.

Medium range.

Click to create a flame rope that connects the Mage to the target.

Attack continues as long as you hold down the mouse button, or until you get hit.

After 1 second the flame will leap from the target monster and connect to a nearby monster (if one is in range).

If the skill is leveled up, the flame will leap to additional monsters, in 1 second intervals, creating a connected chain. A monster already connected to the chain will not be reconnected again.

**Line of sight:** Yes, for initial target. Additional targets need to be in LOS from previous monster, not from the caster.

**Auto-hit:** yes.

**Blockable:** no.

**Mana usage:** up front cost paid on click, smaller cost paid over time (while mouse button is held down).

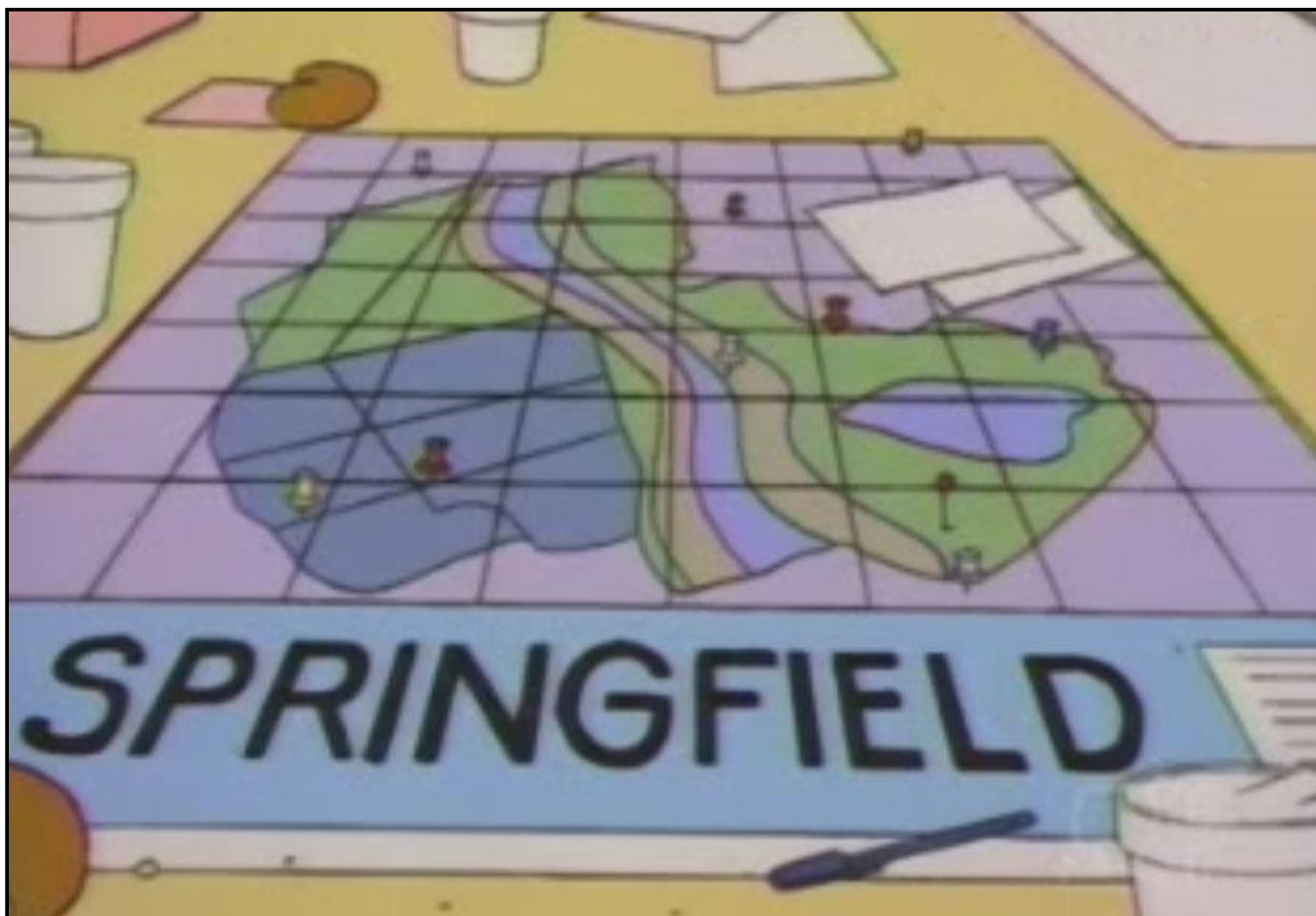
### UI

Set up the Fire Chain skill on either the Left or Right slot.

Click and hold on a monster.

If the Mage is not within range, he will walk within range and then start the attack.

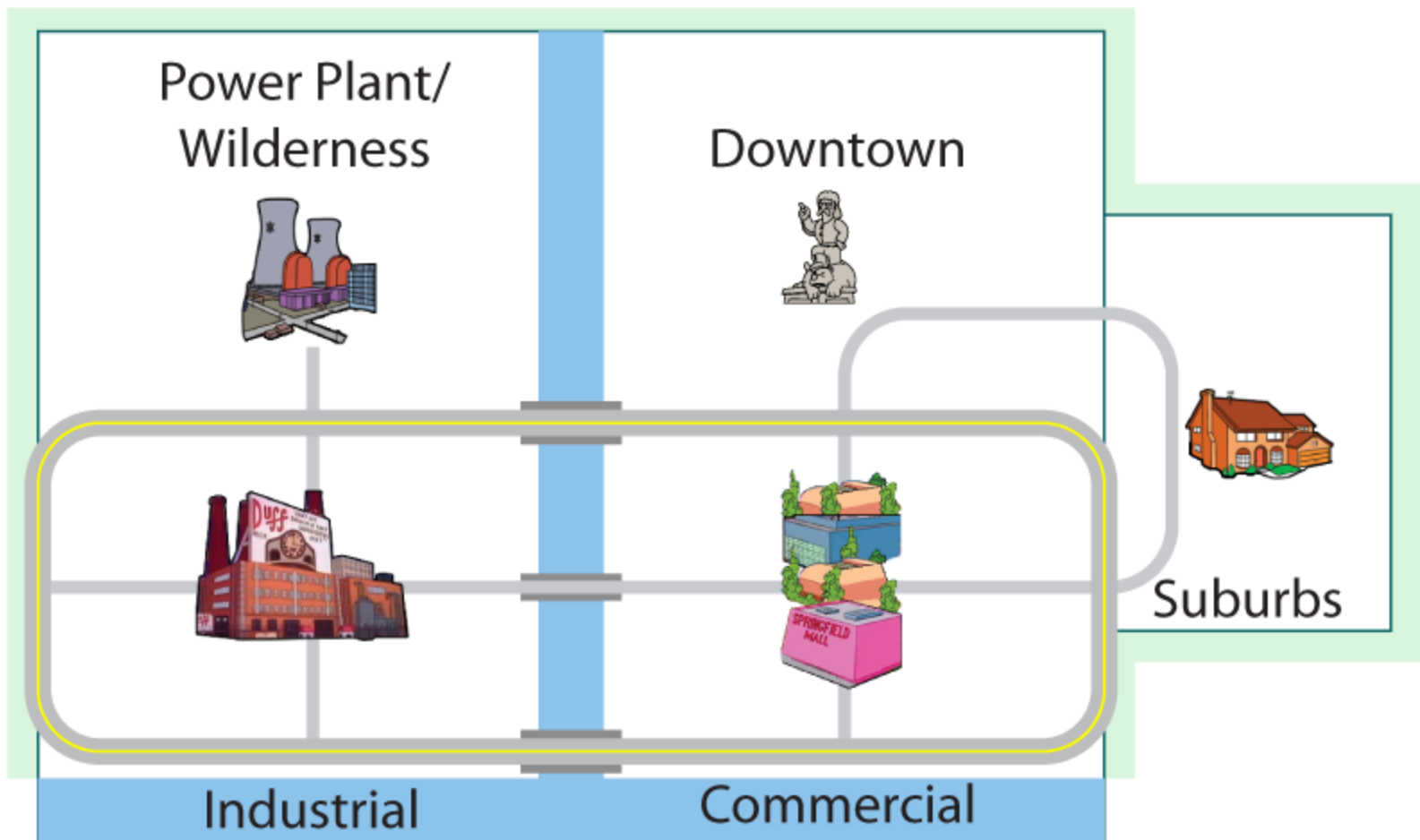
Release mouse button to stop attack.









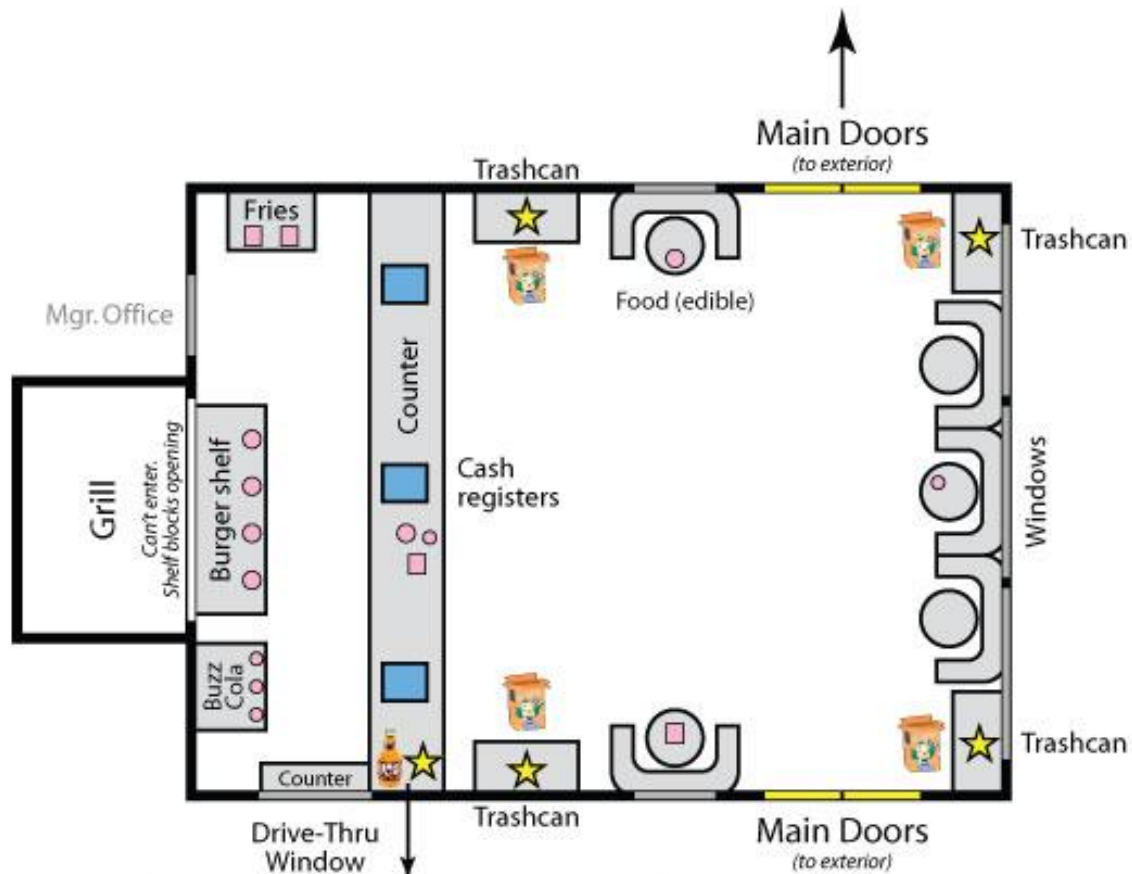






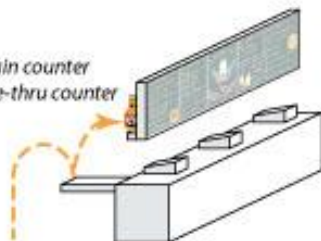






**To Get Beer:**

- 1) Jump over main counter
- 2) Climb on drive-thru counter
- 3) Jump up
- 4) Collect beer



**Krusty Burger**

NOT TO SCALE

Commercial, Indust., Downtown

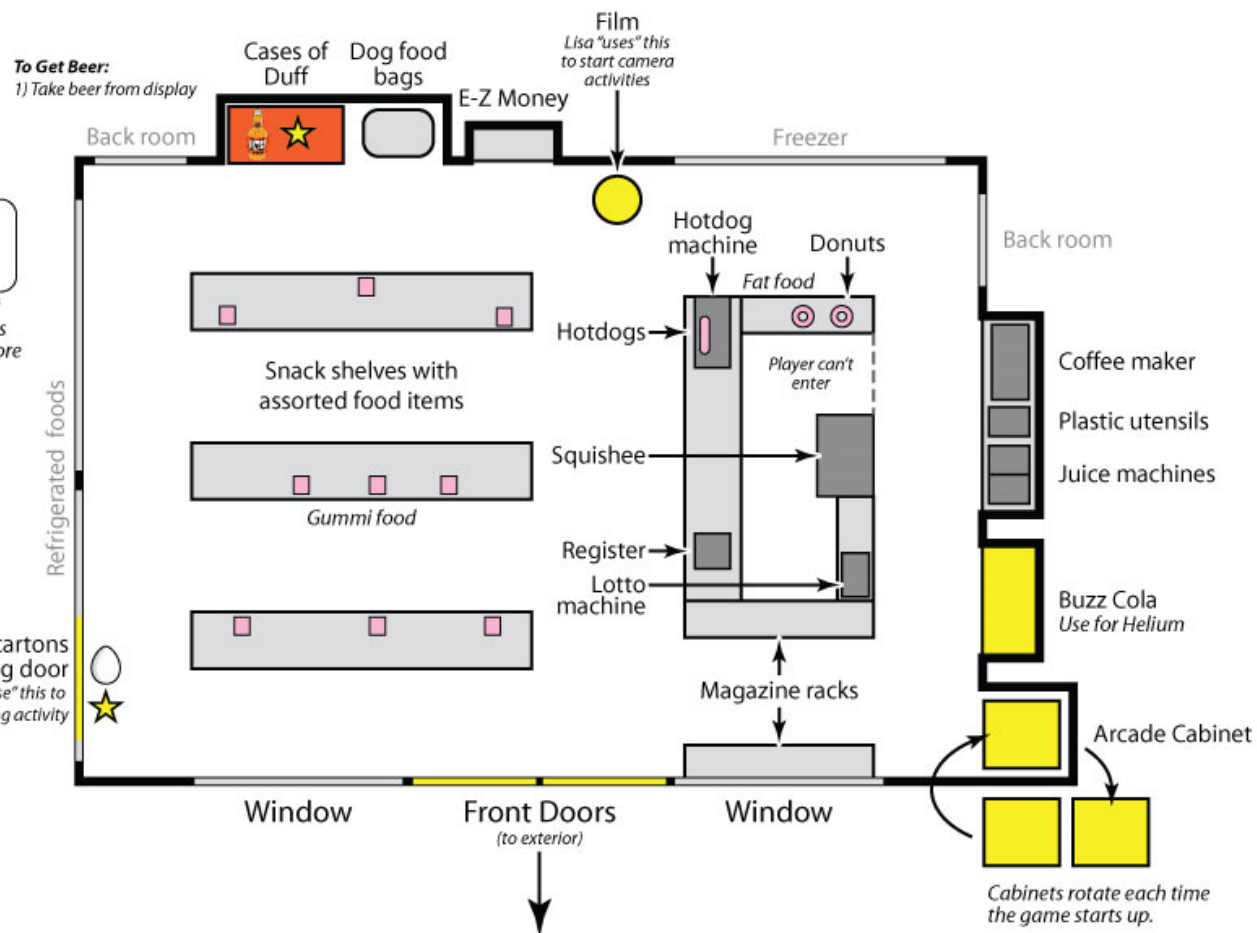
07-10-06



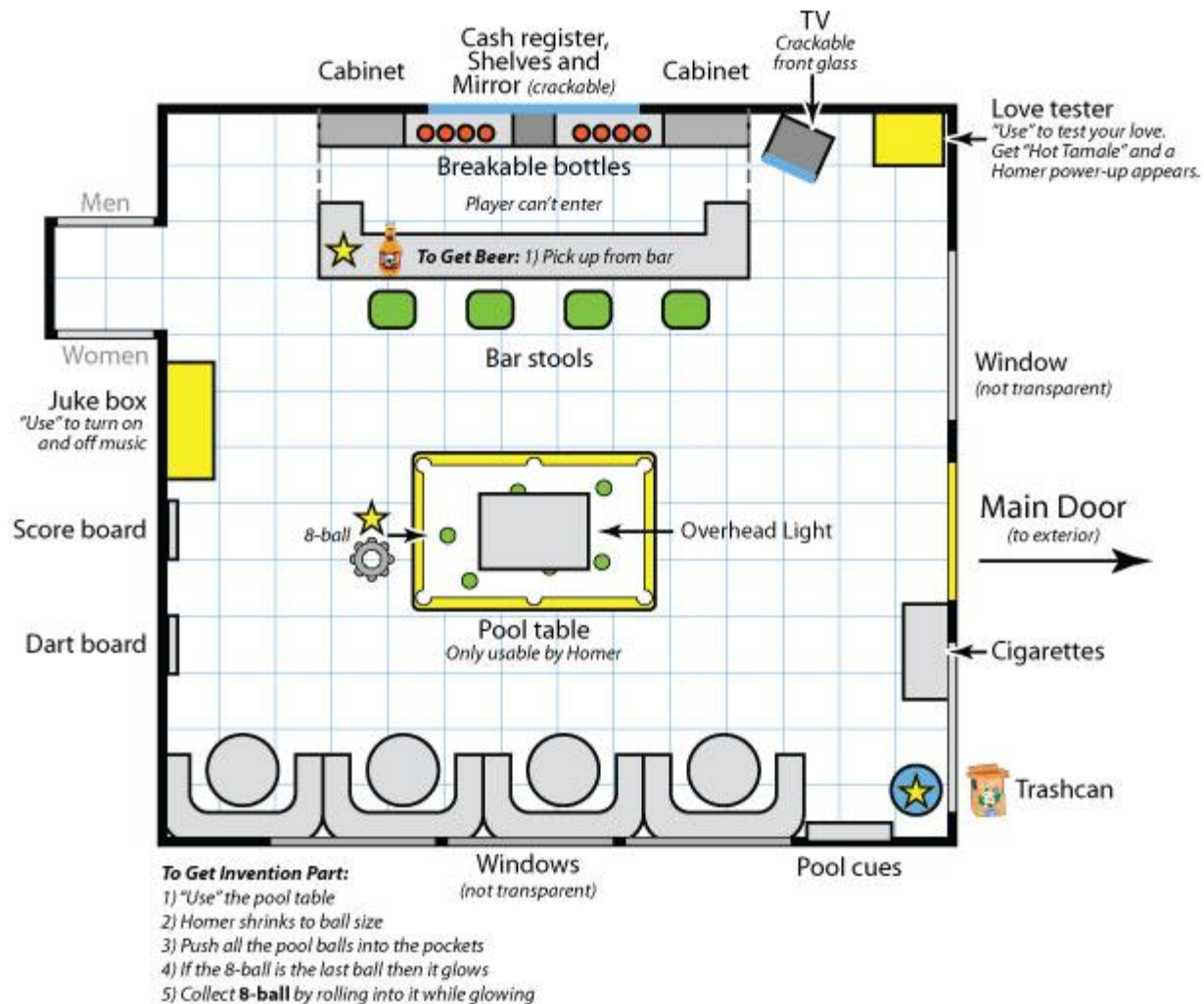
Apu gives Marge lotto tickets if she mobs shoppers to his store



Egg cartons behind sliding door  
Bart can "use" this to start the Egging activity







**Moe's Tavern**

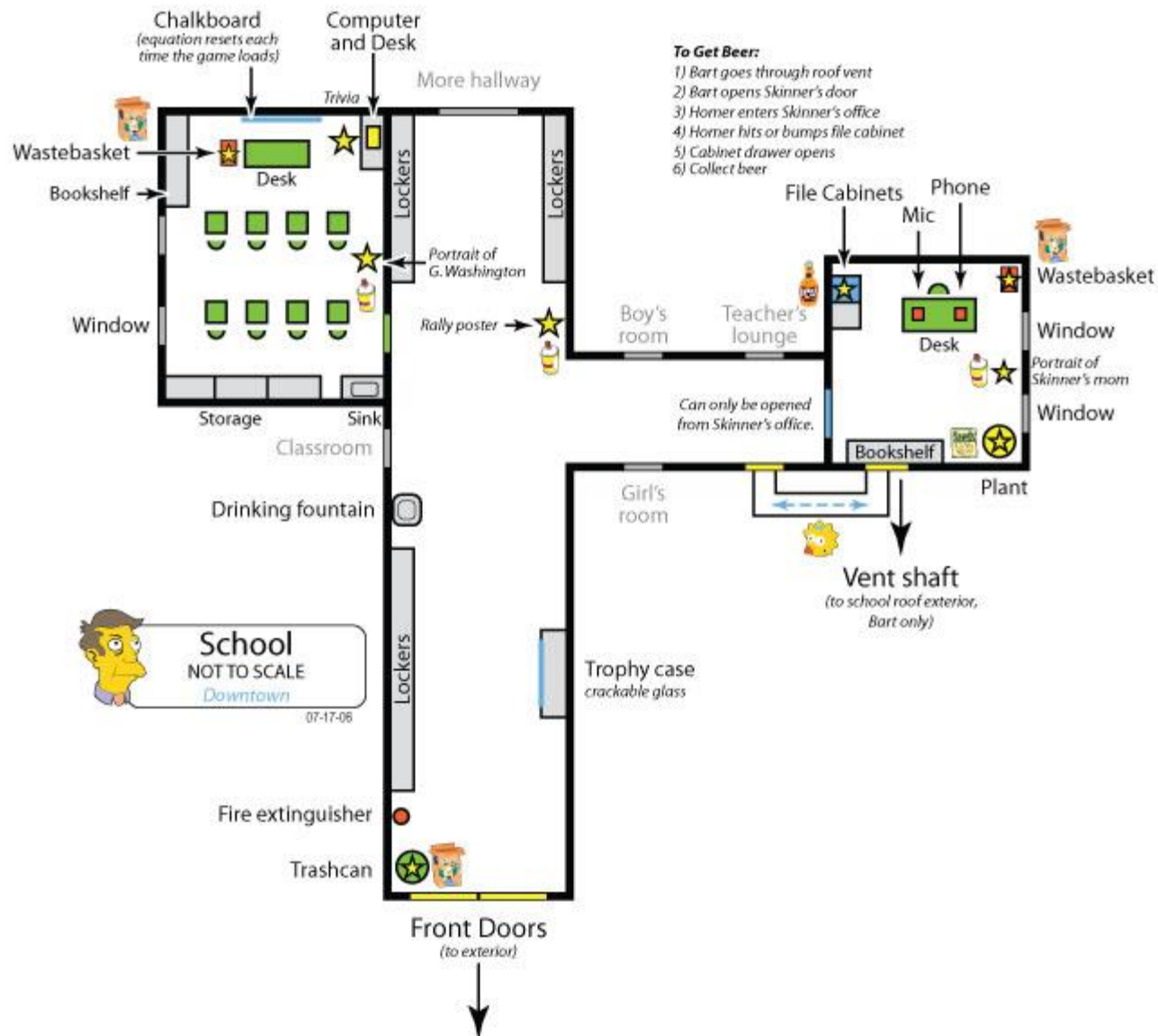
TO SCALE

Downtown

07-06-06

GDC

10

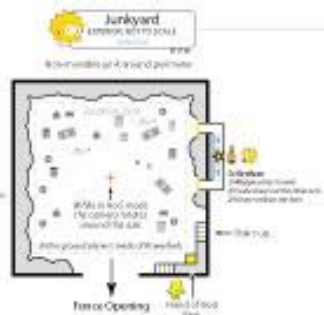




LIVING SPRINGFIELD  
September 15, 2006

© 2006 Fox





# Creating a One-Page Design

**Title**

*date*

Lots of whitespace!

Callout

Main  
Illustration

Detail  
Illustration

*Notes*

Sidebar

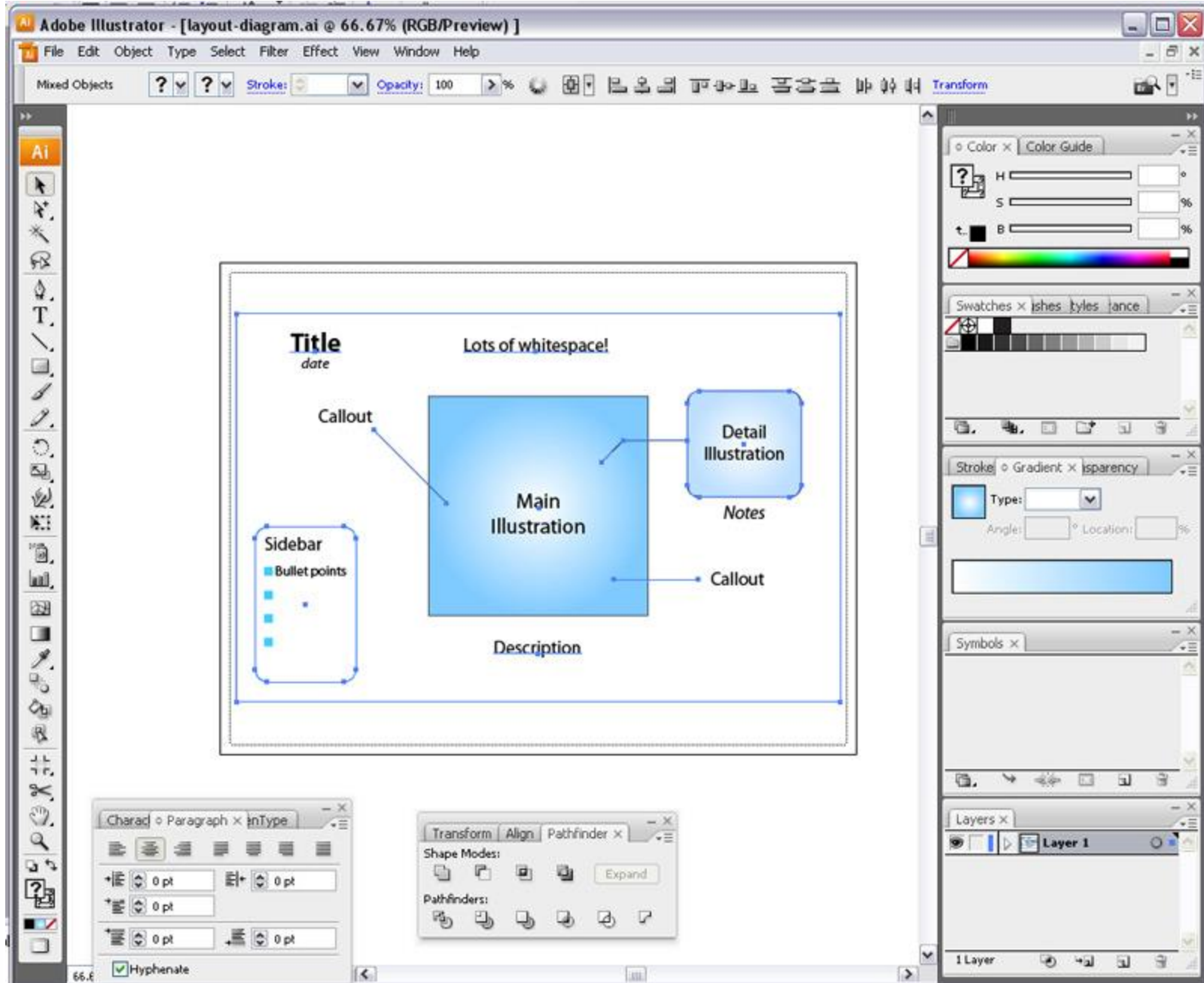
■ Bullet points



Callout

Description





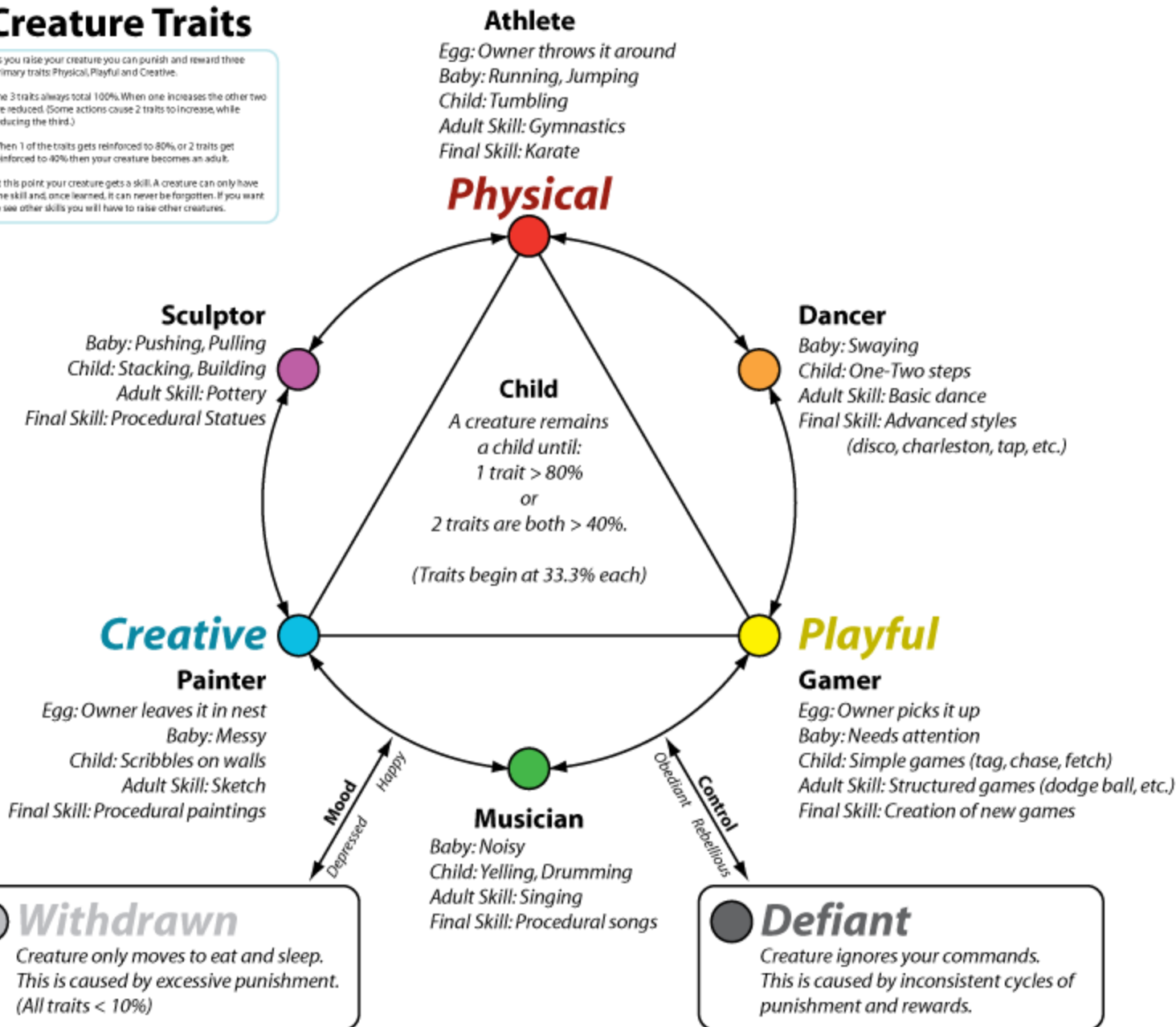
# Creature Traits

As you raise your creature you can punish and reward three primary traits: Physical, Playful and Creative.

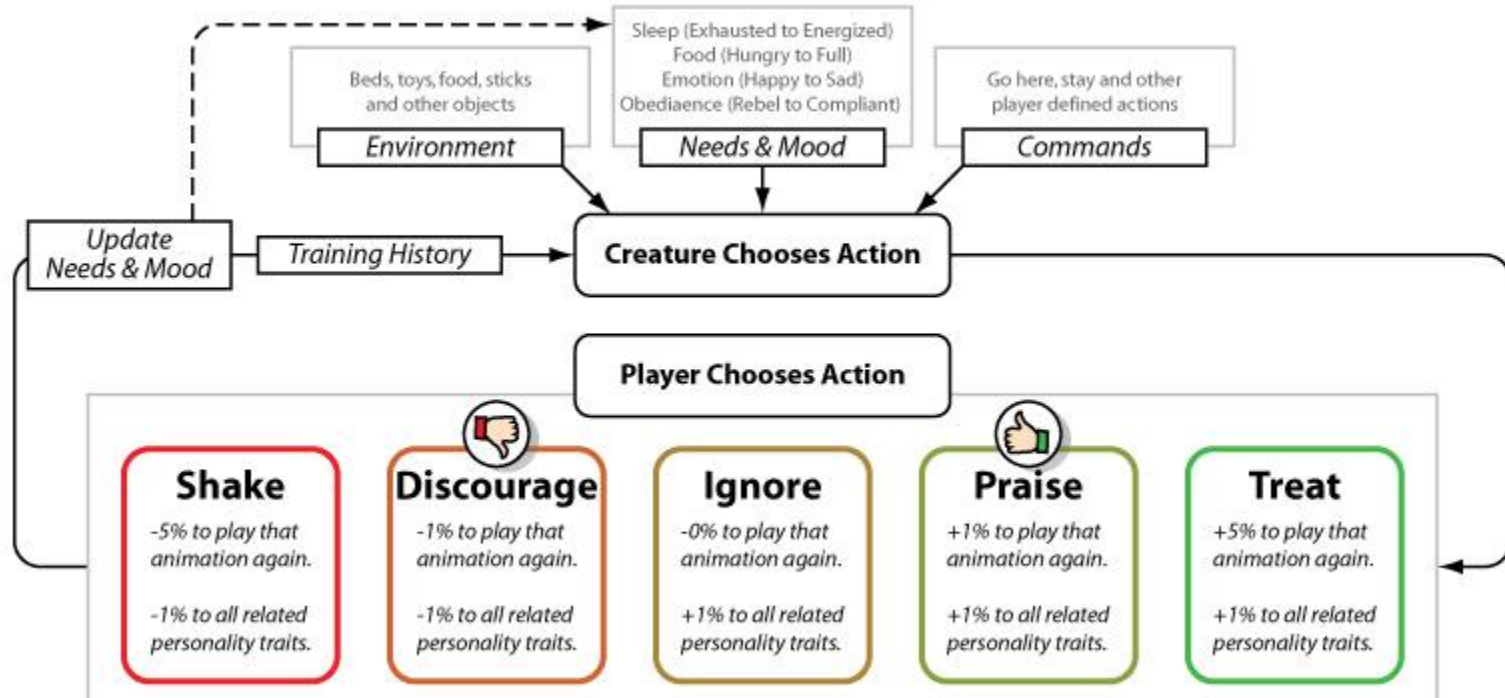
The 3 traits always total 100%. When one increases the other two are reduced. (Some actions cause 2 traits to increase, while reducing the third.)

When 1 of the traits gets reinforced to 80%, or 2 traits get reinforced to 40% then your creature becomes an adult.

At this point your creature gets a skill. A creature can only have one skill and, once learned, it can never be forgotten. If you want to see other skills you will have to raise other creatures.



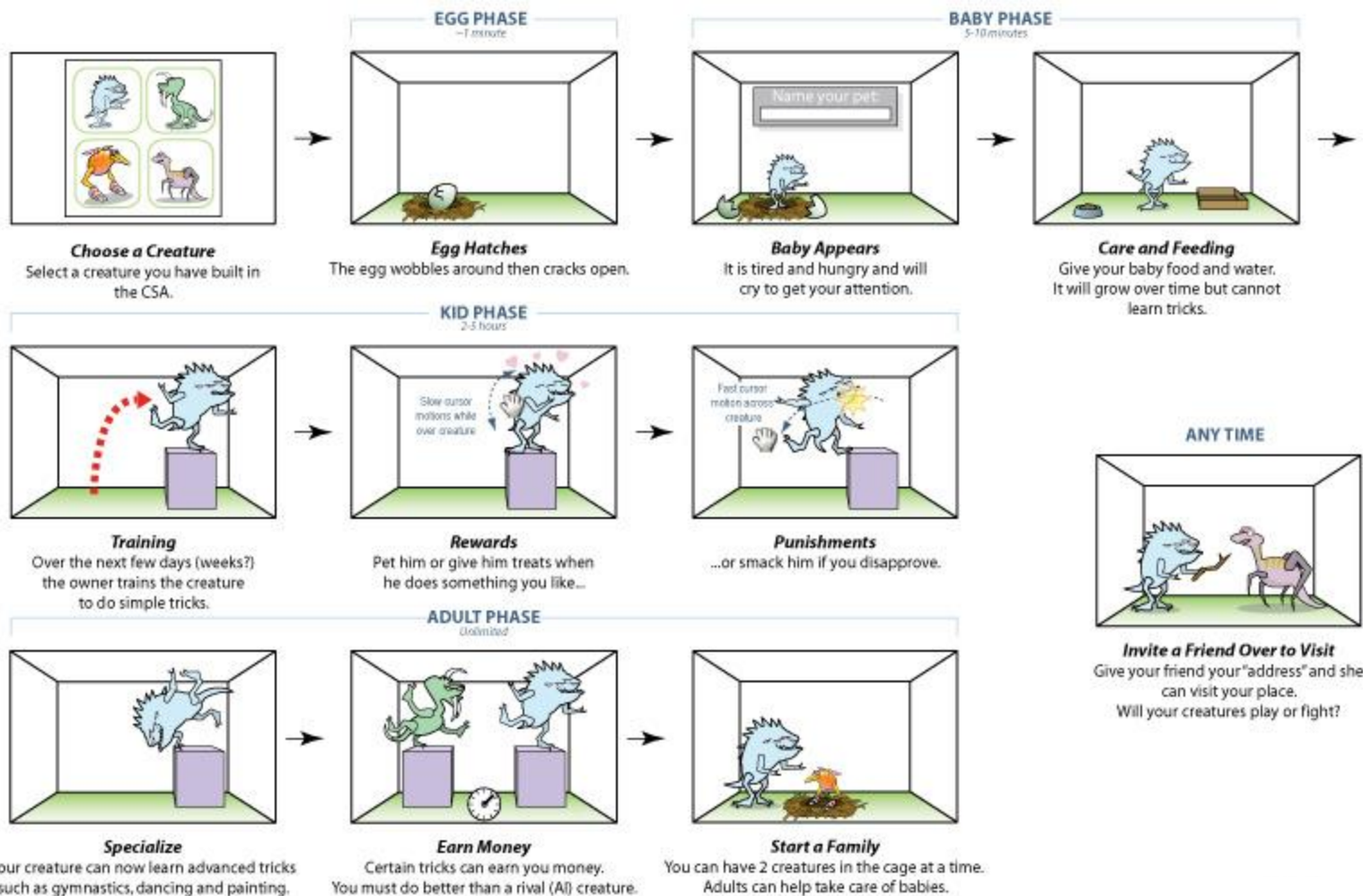
# Flow Charts







# Storyboards





# Time + Space





# Relationships Between Modules

## Robot Game Entry (RGE)

This is not a game mode. It is a UI overlay that sits on top of the Arena Map.

Load ArenaMap  
(click on jock's UFO)

Load Home Arena  
(click on jock's planet)

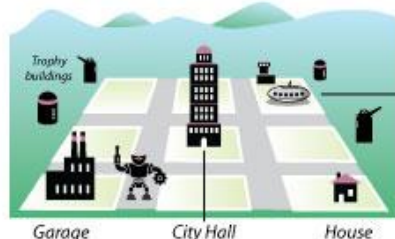
Create New Game  
(click on empty planet)

**Home Tutorial**  
1) Make a Jock  
2) Make Robot  
3) Test Robot  
4) Make a UFO  
5) Fly to Arena Map

A jock's save game contains:  
- Robots created  
- Campaign progression  
- Trophies awarded  
- Common parts unlocked  
- Rare parts unlocked  
- Layout of home arena  
- Achievements  
- Career stats  
- Timeline (log)

## Home Arena

Your home planet is a special type of arena that grows over time. You earn more items by winning medals in the campaign games.



Opens Robot Editor  
Robots walk around the home arena in "Test Mode"

Opens Accessory Editor

## Arena Map

8 Maxis-made  
Brute themed arenas  
(4 leagues per arena)

8 Maxis-made  
Futurion themed arenas  
(4 leagues per arena)

8 Maxis-made  
Alien themed arenas  
(4 leagues per arena)

## Leagues

- Planetary Easy
- Solar Medium
- Galactic Hard
- Intergalactic Online

When you beat an arena you gain robot parts, home arena items, and you unlock the next League (difficulty level).

**Intergalactic mode** is the same as Hard mode except that the robot that has the best arena score makes a "guest star appearance" and will fight against the player as the current champion.

Get the best score in Intergalactic mode and your robot will become the new champion and appear in other players' games.

Click on any **empty star** to open the Sporepedia and either:  
1) Make a new arena  
2) Load an existing arena

Opens Arena Editor

Click on an **existing arena** to either:  
1) Enter the arena  
2) Delete the arena (becomes an empty star)

Select/Edit Robot

Opens Arena Game

Reward

Replay or Exit

**Locked campaign stars** cannot be played until you beat the previous arena.

Click on an **unlocked campaign star**

Select Difficulty

Select/Edit Robot

Opens Arena Game

Reward

Replay or Exit

## Game Types

### Assault

Destroy all targets  
Marker: Assault target  
Settings: Points per target, Required or optional

### Brawl

Classic Deathmatch  
Marker: Robot target  
Settings: Points per target, Respawn time

### Control

Switch all zones to your color  
Marker: Zone area  
Settings: Time to switch

### Defend

Protect targets from destruction  
Marker: Defend target  
Settings: Points per target, Required or optional

### Hunt

Find and collect objects  
Marker: Collect object  
Settings: Points per target, Required or optional

### Race

Reach the finish line first  
Marker: Checkpoint zone, Finish line zone  
Settings: Ordered or unordered

### Roboball

Return ball to your base  
Marker: Ball object  
Settings: Goal owner (team)

### Zone Master

Try to stay inside the zone  
Marker: Target zone  
Settings: Points per second

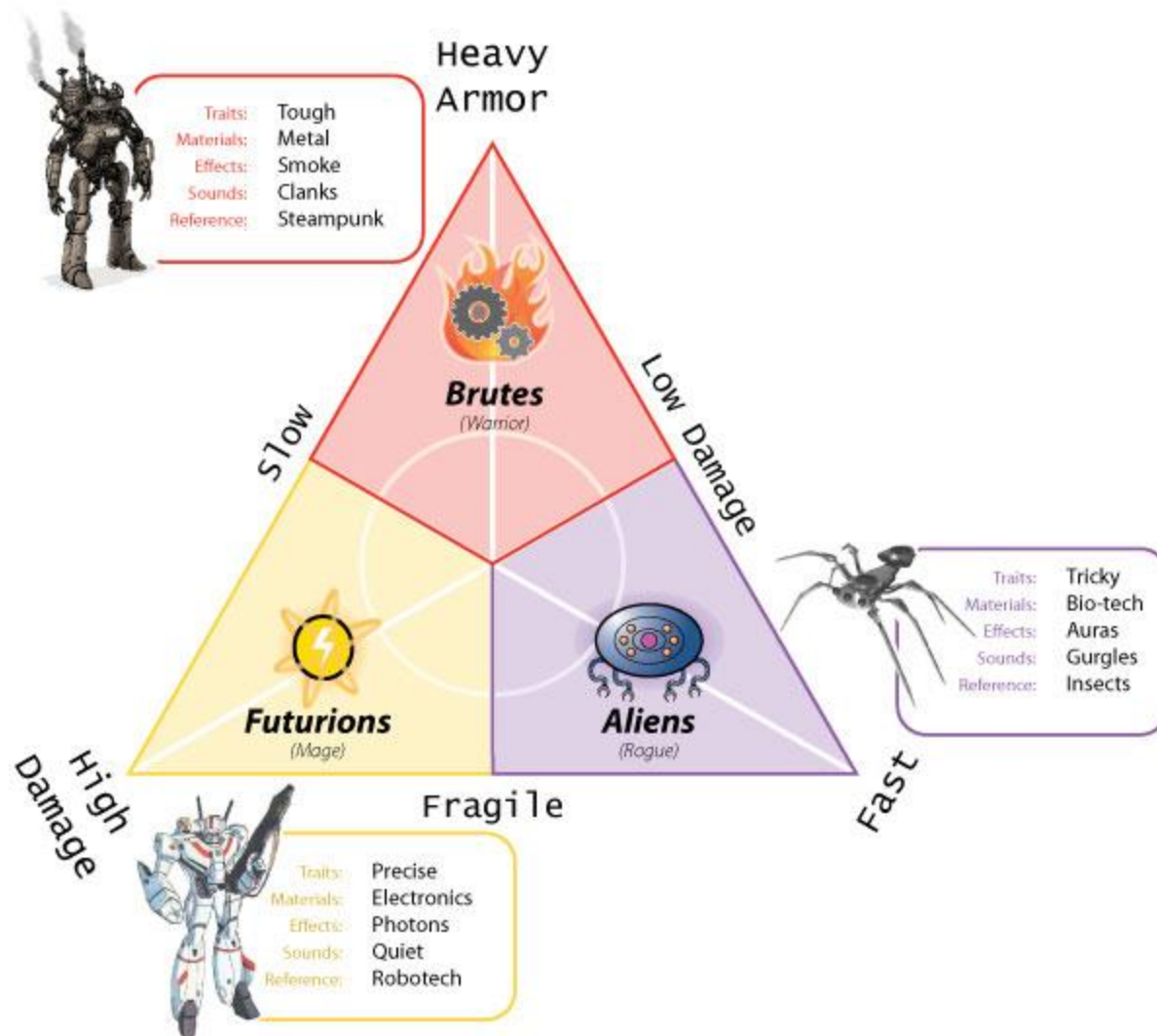
There are 8 primary game types. Each of the 3 Maxis campaigns includes all 8 of these types.

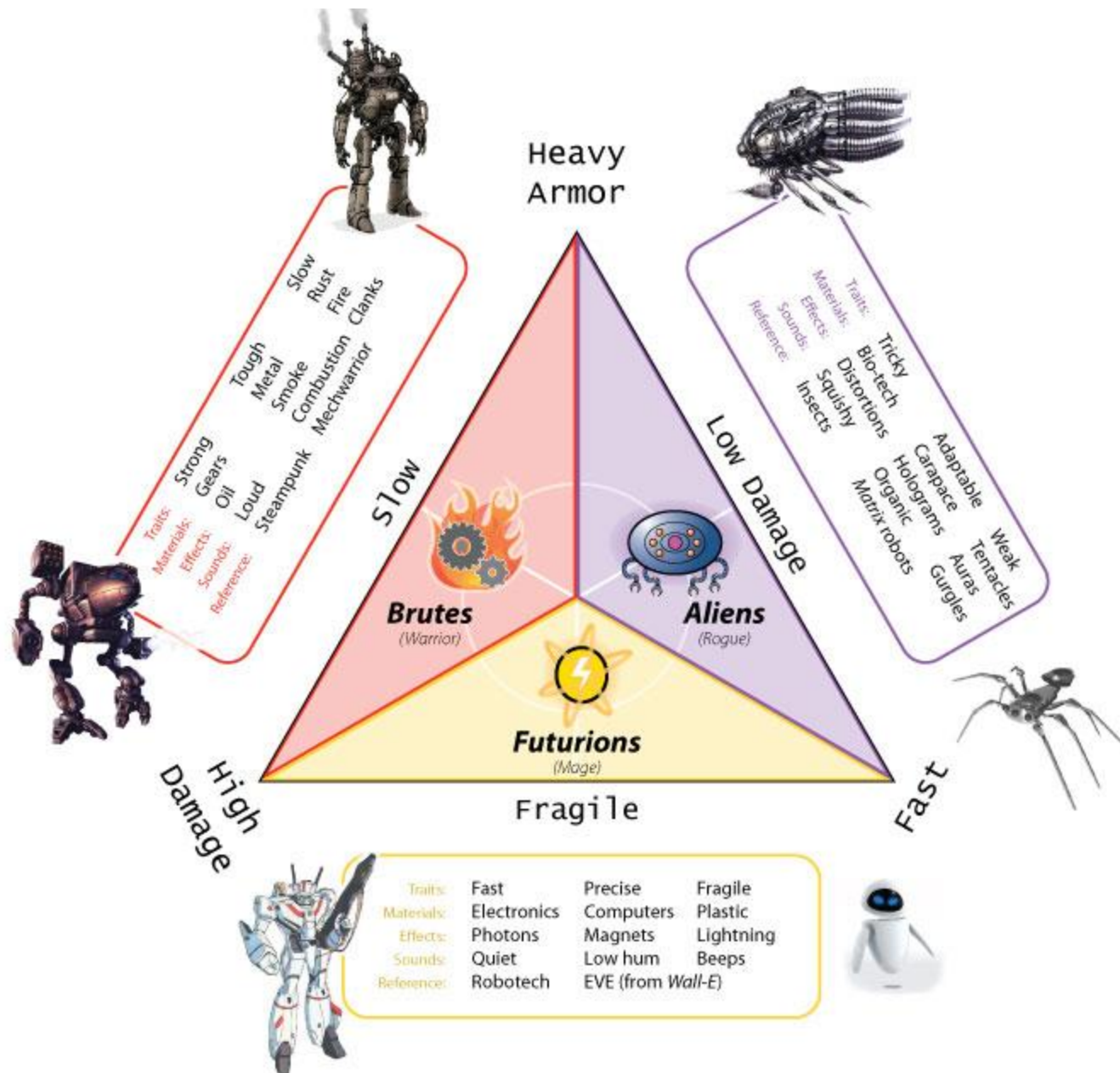
The arenas are themed based on the archetype:  
- **Brute** arenas tend to be violent and reward **aggression**.  
- **Futurion** arenas tend to be fast and reward **dexterity**.  
- **Alien** arenas tend to be tricky and reward **smart play**.

Shared settings:



# Relationships Between Units







# Matrix

		Attribute 1					
Attribute 2							

## Faction

## Character Class




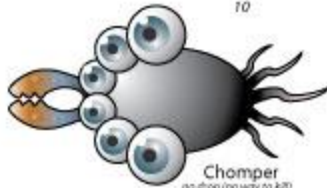


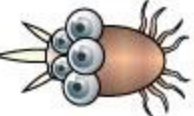


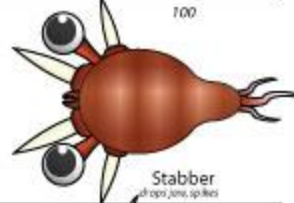




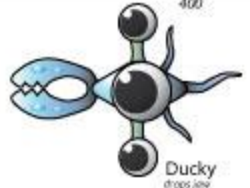






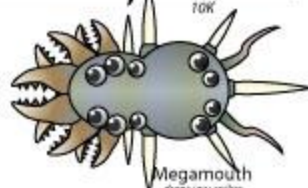






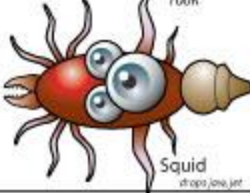
	Fighter	Archer	Mage	Scout	Thief	Warlock
Fire						
Metal						
Nature						
Water						

## Character Class

### Faction

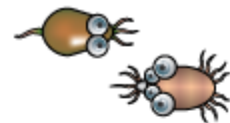
	Fighter	Archer	Mage	Scout	Thief	Warlock
Fire	Rage	x	Fireball	x	x	Demon
Metal	Cleave	Piercing	x	x	Backstab	x
Nature	x	Hunting	x	Tracking	x	Golem
Water	x	x	Ice Bolt	Swimming	Potion	x



1	world_ice	1	2	4	10
	ICE Jaw (automatic) Jet (easy)	 Player's Starting Cell <i>After mouth, Eupile</i>	 Goldy <i>drops jaw, jet</i>		 Chomper <i>no drops (no way to kill)</i>
2	world_rock	10	20	40	100
	ROCK Spike (easy) Poison (hard)	 Shyster <i>no drops</i>	 Alpha-Shyster <i>drops spike</i>	 Poisoner <i>drops poison, jet</i>	 Chomper <i>drops jaw</i>
		 Stabber <i>all caps, jaw, spikes</i>			
3	world_plant	100	200	400	1K
	PLANT Cilia (easy) Proboscis (hard)	 Pinky <i>drops cilia</i>	 Alpha-Pinky <i>drops jaw, cilia</i>	 Nosey <i>all caps, proboscis, jet</i>	 Ducky <i>all caps, jaw</i>
		 Squiggly <i>drops jaw</i>			
4	world_water	1K	2K	4K	10K
	WATER Electric (hard)	 Buzzy <i>drops electric</i>	 Alpha-Buzzy <i>drops electric, spike</i>	 Jawhead <i>drops jaw, spike</i>	 Puffish <i>drops spikes, poison</i>
		 Megamouth <i>drops jaw, spikes</i>			
5	world_beach	10K	20K	40K	100K
	BEACH	 Jetster <i>drops jet</i>	 Eggkid <i>drops jaw</i>	 Eggmom <i>drops egg</i>	 EggDad <i>drops jaw, jet</i>
		 Poker <i>drops proboscis, cilia</i>	 Squid <i>all caps, jaw, jet</i>		

## PEER to PEER interactions

February 22, 2007



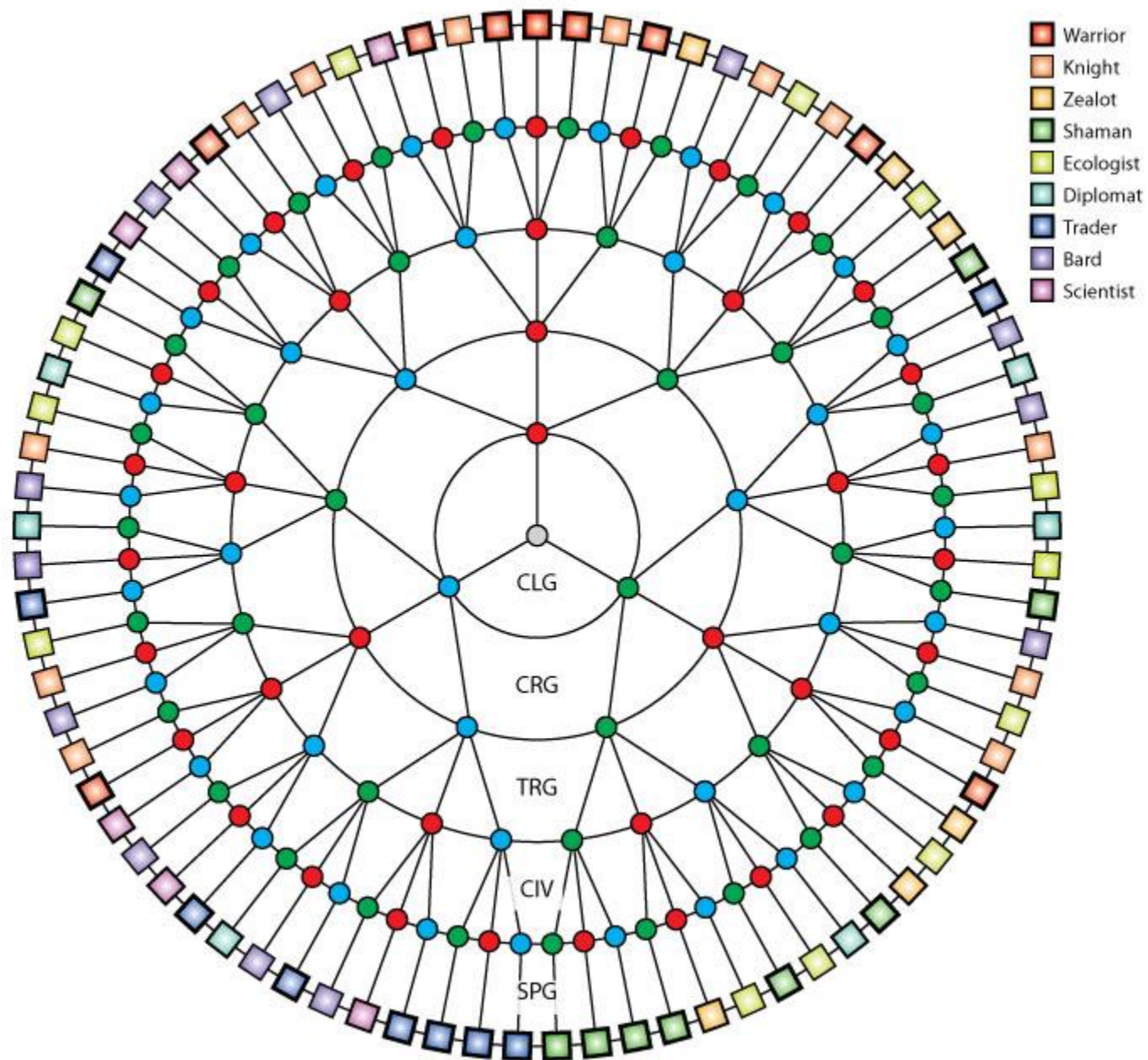
	Jaw	Proboscis	Spike	Poison	Electric
Base Interaction	Each bite does 1 damage. 3 bites to kill. Leaves carcass.	Each sip does 1 damage. 3 sips to kill.	Each stab does 1 damage. 3 stabs to kill. Leaves food chunks and possibly liquid (no carcass).	Each second in cloud does 1 dmg. and temporarily slows. 3 seconds to kill. Leaves carcass.	Each zap does 1 damage and temporarily stuns. 3 zaps to kill. Leaves carcass.

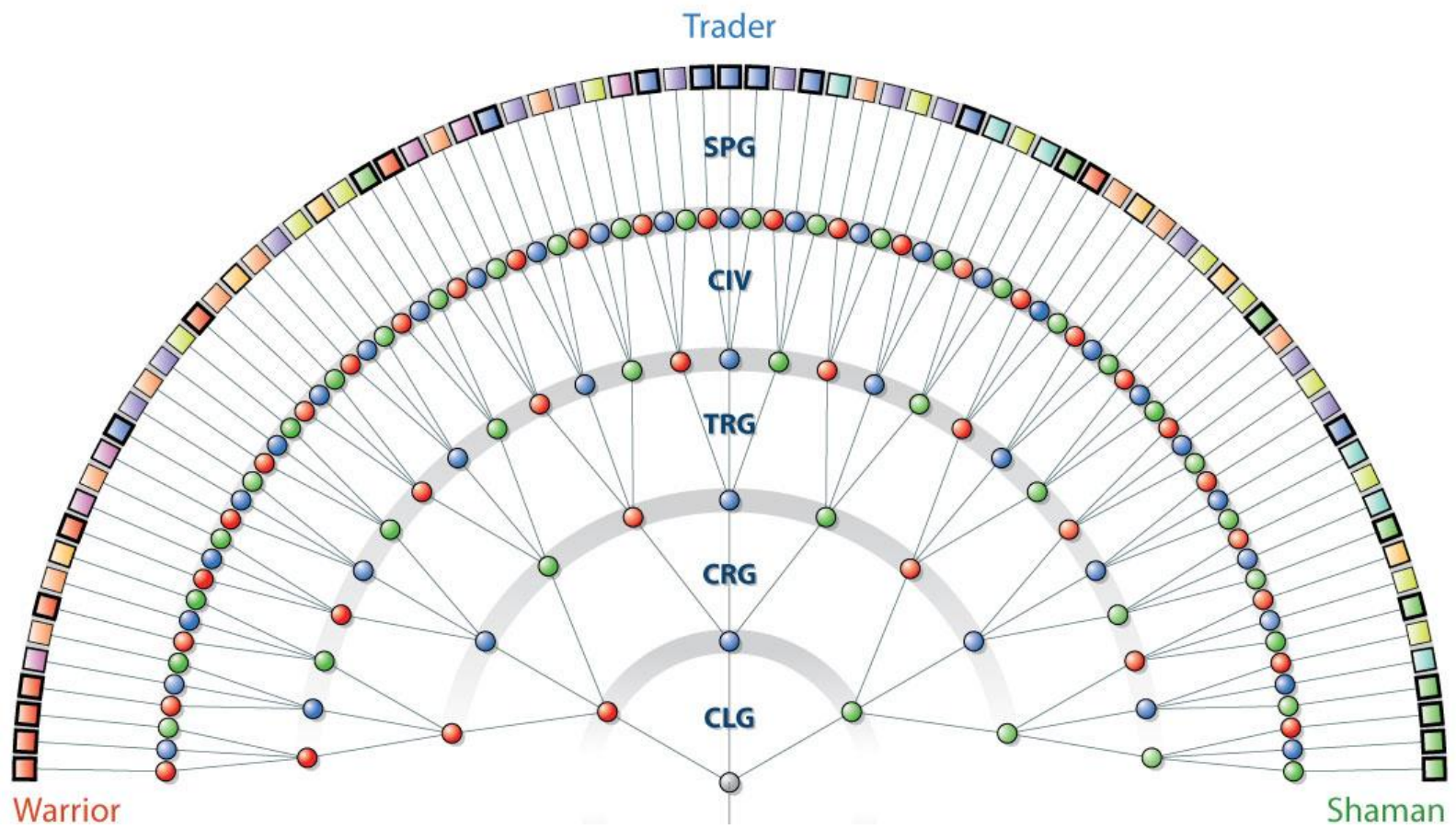
	Jaw	Proboscis	CELL-A Spike	Poison	Electric
Jaw	Deflect. Both cells bounce off each other.	Jaw wins. Cell-A takes 1 damage.	Spike wins. Cell-B takes 1 damage.	vs. Cloud: Poison wins. vs. Part: Jaw wins.	vs. Bolt: Electric wins. vs. Part: Jaw wins.
Proboscis	Jaw wins. Cell-B takes 1 damage.	Deflect. Both cells bounce off each other.	Spike wins. Cell-B takes 1 damage.	vs. Cloud: Poison wins. vs. Part: Proboscis wins.	vs. Bolt: Electric wins. vs. Part: Proboscis wins.
Spike	Spike wins. Cell-A takes 1 damage.	Spike wins. Cell-A takes 1 damage.	Deflect. Both cells bounce off each other.	vs. Cloud: Poison wins. vs. Part: Spike wins.	vs. Bolt: Electric wins. vs. Part: Spike wins.
Poison	vs. Cloud: Poison wins. vs. Part: Jaw wins.	vs. Cloud: Poison wins. vs. Part: Proboscis wins.	vs. Cloud: Poison wins. vs. Part: Spike wins.	Cells with Poison Parts are immune to poison.	vs. Bolt: Electric wins. vs. Part: Poison wins. Doesn't target poison clouds.
Electric	vs. Bolt: Electric wins. vs. Part: Jaw wins.	vs. Bolt: Electric wins. vs. Part: Proboscis wins.	vs. Bolt: Electric wins. vs. Part: Spike wins.	vs. Cloud: Poison wins. vs. Part: Electric wins.	Electric cell won't target other electric cells.

	Jaw	Proboscis	Spike	Poison	Electric	Filter Mouth
Liquid food	Ignores liquid food.	Sip for 1 DNA point. Shrinks to -1 size.	Stabbed food leaks two -1 size liquid food and then disappears. New food fades quickly.	Poison cloud doesn't hurt food.	Electric doesn't target liquid food.	Too big to eat. Ignores peer food.
Carcass	Bite carcass once to split it into three -1 size chunks.	Deflect.	Splits carcass into three -1 size chunks.	Poison cloud doesn't hurt carcass.	Electric doesn't target carcasses.	Ignores it.
Food chunk	Bite chunk once to split it into three -1 size chunks.	Deflect.	Splits chunk into three -1 size chunks.	Poison cloud doesn't hurt food chunks.	Electric doesn't target food chunks.	Ignores it.

[illegible]









## Calculating Space Game Archetypes

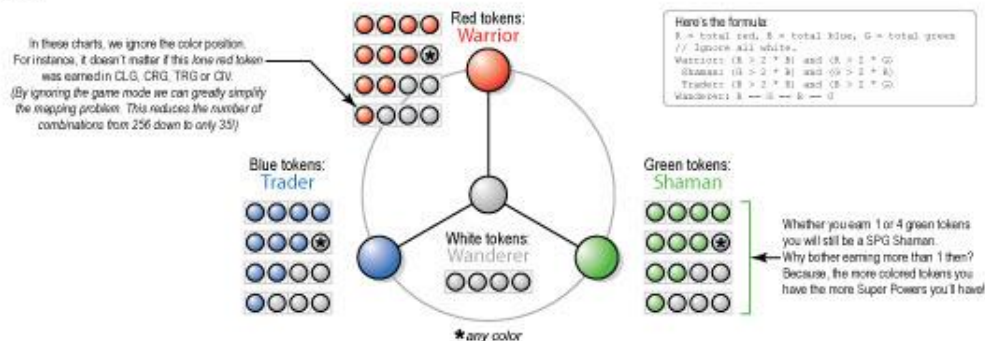
- 1 When you complete a game mode you earn a "token". (These tokens will show up on your Sporepedia card.) Your tokens will determine your SPG Archetype when you enter into SPG. Tokens come in 4 colorful flavors:



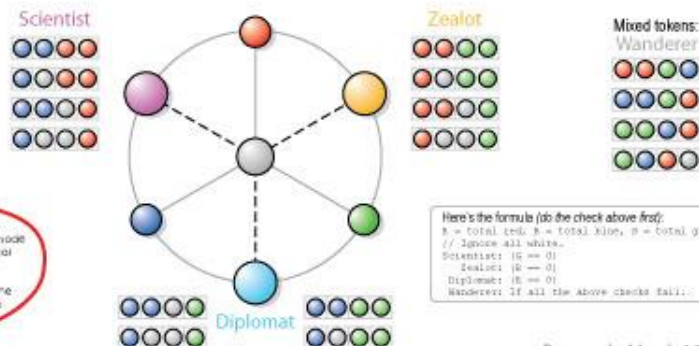
- 2 When you start a new creature it has 4 white tokens by default. As you play through CLG, CRG, TRG and CIV you will replace your default white tokens with red, blue and/or green tokens. You can only earn 1 token per game mode.



- 3 As you collect tokens you start to define your species. Collect 1 dominant color to move towards a primary archetype.



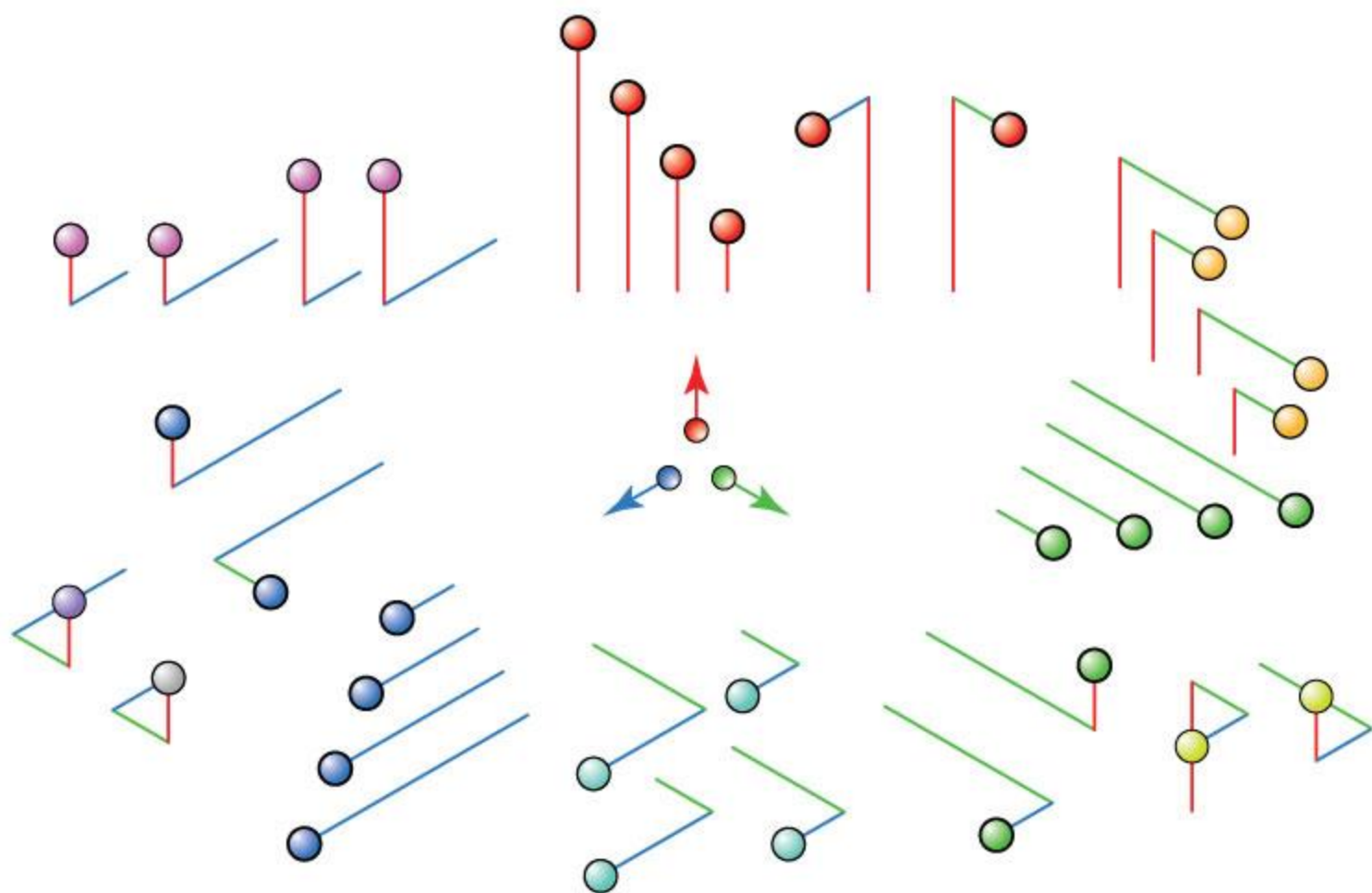
- 4 Collect 2 colors to move towards a secondary trait. If you have a mixture of all 3 colors you will become a Wanderer.

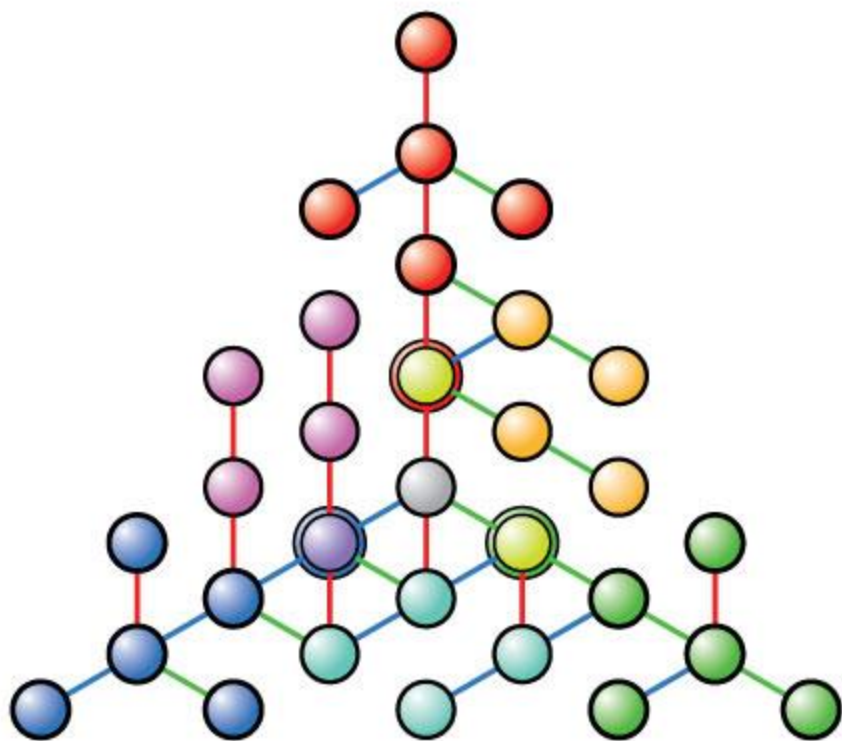


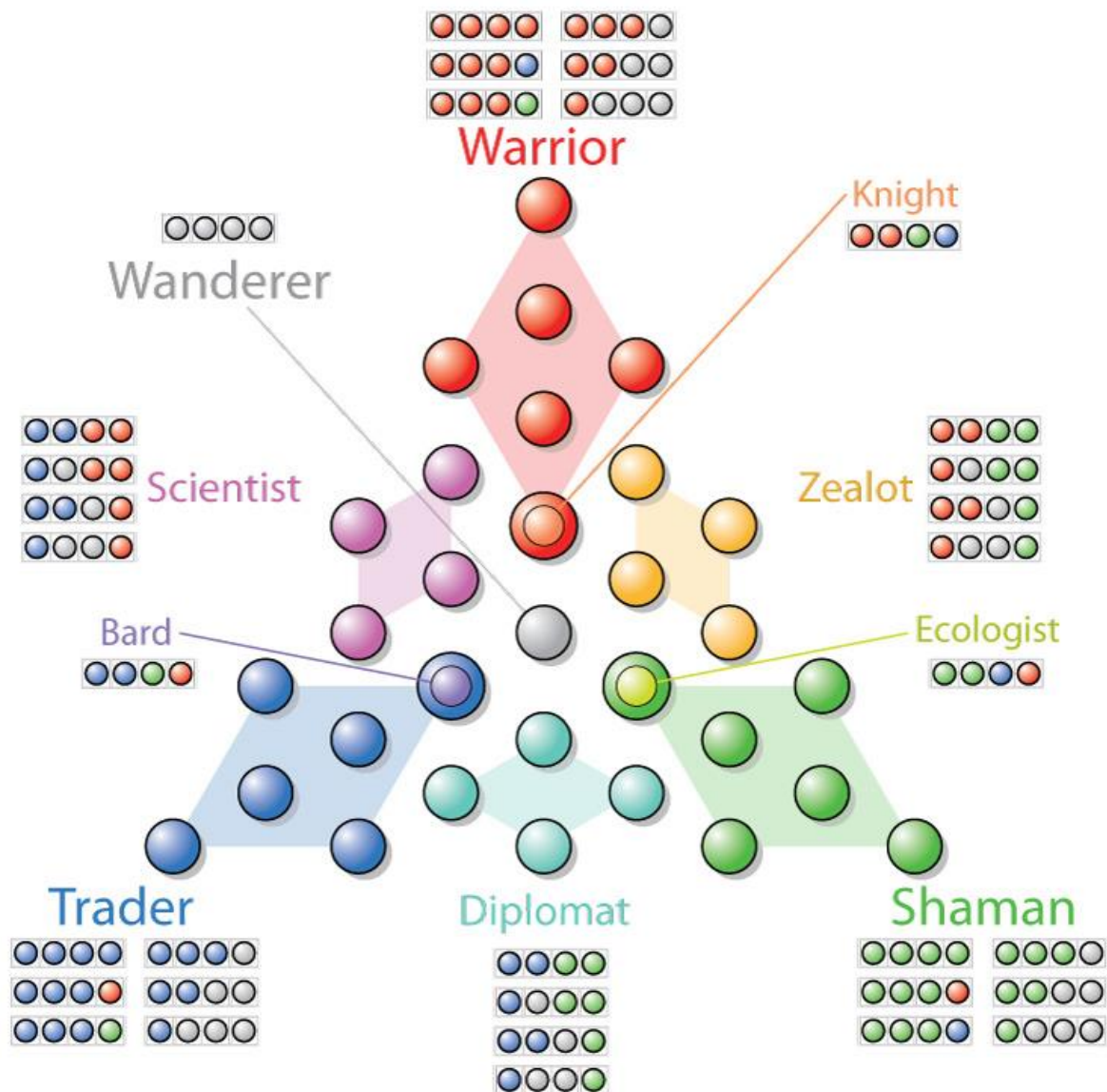
### FUN FACTS!







If we try to keep track of which game mode contributes which token we have to deal with 256 combinations. By ignoring the game mode and only focusing on the color we can simplify the problem down to just 35 combinations.









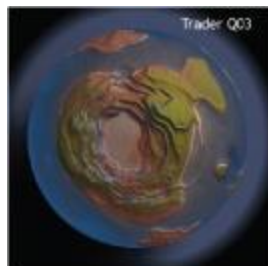
 This pattern is special. If the player ends up with one of each color then look at the only the last color to determine the archetype.  
 For instance:  
 or  or  equals Trader. Ending with  = Warrior and ending with  = Shaman.



# Benefits

- **Team**

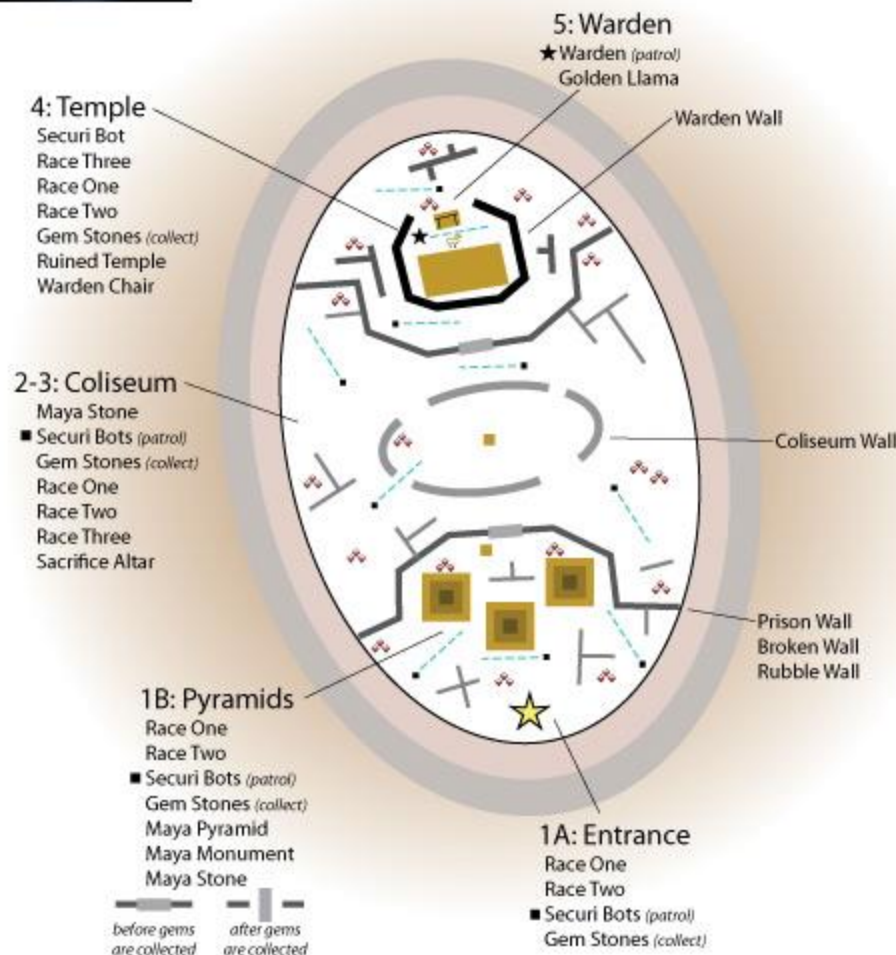
- Easy to share designs across team
- Make sure the designs are seen
- Hand out pencils and encourage participation



## Trader 3: The Llamaman of Gannet Island

The real Golden Llama has been traced to the prison island of Gannet. The Warden protects other people's valuables - for a fee. The prison itself is one of the newer 'open plan' models. Built as a grid over the remnants of an ancient civilization, the prisoners are allowed to walk free - but never leave the island...

**Note:** All creatures (except the Warden) should spawn in, creating unlimited combat!



### Act 1: Incarcerated!

The player beams into the prison in a hedge-maze like corridor not far from a group of pyramids. At the pyramids, prisoners fight. Collect the gems to activate a big stone door that is distant from here...

- ▶ Talk to Maya Monument
- ▶ Collect 25 Gems
- ▶ Talk to Maya Stone

### Act 2: The Maze

The player completes the Act 1 goals and the Portal opens. Venturing further, the Player eventually comes upon a Coliseum - but not before encountering a third race of prisoners...

- ▶ Collect 25 Gems
- ▶ Talk to Sacrifice Altar
- ▶ Move to Race Three (hidden)

### Act 3: Rat Race...

Races #1 and #2 go at it again - if the player is there (most gems there) he should get out! The player again has to move around the Prison looking for gems

- ▶ Collect 25 Gems
- ▶ Talk to Maya Stone
- ▶ Move to Race Three (hidden)

### Act 4: The Warden

Get the required number of gems and find a new Portal...

- ▶ Collect 25 Gems
- ▶ Talk to Ruined Temple
- ▶ Move to Warden Chair (hidden)

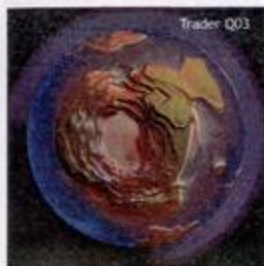
### Act 5: Flight of the Llama

The Warden is awake! There's only one thing to do! Grab that Golden Llama and make a run for it!

- ▶ Move to Golden\_Llama

Jan. 11, 2009





## Trader 3: The Llamaman of Gannet Island

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**Note:** All creatures (except the Warden) should spawn in, creating unlimited combat!

W. COLLECT 5 GEMS,  
LLAMA OR  
5 GEMS + LLAMA  
5. COLLECT LLAMA OR 2 RUN  
OR RUN!!

The Warden is "sleeping"  
ZZZ character when behind  
the chair.  
Warden then paces back  
and forth

5: Warden  
★ Warden (patrol)  
Golden Llama

Warden Wall (super strong wall)

Rat Race - Racing to pick  
up gems  
Loose maze to  
avoid routing

3/4 Temple  
Securi Bot  
Race Three  
Race One  
Race Two  
Gem Stones (collect)  
Ruined Temple  
Warden Chair

COMBINED

2-3: Coliseum  
Maya Stone  
■ Securi Bots (patrol)  
Gem Stones (collect)  
Race One  
Race Two  
Race Three  
Sacrifice Altar

THINKING OF  
MAYBE HAVING  
THE WARDEN  
BREAK THE  
WALLS NEXT  
TO HIM.

1B: Pyramids  
Race One  
Race Two  
■ Securi Bots (patrol)  
Gem Stones (collect)  
Maya Pyramid  
Maya Monument  
Maya Stone

before gems  
are collected after gems  
are collected

1A: Entrance  
Race One  
Race Two  
■ Securi Bots (patrol)  
Gem Stones (collect)

Coliseum Wall

BREAKABLE WALLS

Prison Wall  
Broken Wall  
Rubble Wall

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Get the required number of gems and find a new Portal...

- ▶ Collect 25 Gems
- ▶ Talk to Ruined Temple
- ▶ Move to Warden Chair (hidden)

### Act 5: Flight of the Llama

The Warden is awake! There's only one thing to do! Grab that Golden Llama and make a run for it!

- ▶ ~~Collect~~ Golden Llama

▶ MOVE TO EXTRACTION POINT

Jan. 11, 2009



# Benefits

- **You (the designer)**
  - Forces a complete understanding
  - Forces concise design
  - Highlights relationships in the system
  - Aids problem solving

- **The goal of design is to efficiently communicate ideas.**
- **It can take a lot of time and effort, but isn't that what you are getting paid for?**
- **People will read your designs!**

**Thank you!**

**[www.stonetrnix.com](http://www.stonetrnix.com)**