

Maxim Pechorin

GAME DESIGNER'S DIARY. HOW TO START PUBLISHING INSTEAD OF DREAMING

FOR 3 GAME DESIGN DOCUMENTATION

Maxim Pechorin

**Game Designer's Diary. How to start
publishing instead of dreaming.
For 3 game design documentation**

«Издательские решения»

Pechorin M.

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At first i made this diary for myself to structorise my ideas. Now I have a plan
for every new game idea, and a lot of them can be made, published and played by
peoples all around the world. So here we are. It is my diary, ready for you. And with
some tips.

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Game Designer's Diary

Author's note

At first i made this diary for myself to structorise my ideas. As creative persons my mind generate thousand ideas every day. So I was spending lots of time to note them all, and it wasn't so necessary, because not all of them was good enough to be written and made. Then I understood that early structuralisation can resolve lots of problems. With that diary I was able to define the idea potential from the time it was born.

Now I have a plan for every new game idea, and a lot of them can be made, published and played by peoples all around the world.

So here we are.

It is my diary, ready for you.

And with some tips.

How to use

It's quite simple. Just write all you need about your game in prepared fields.

GAME 1 _____

Structorise your thoughts

Write your idea

Try to make it in 4—5 sentences, as laconic you are as clear is the idea

[illegible]

Write the best genre for it:

You can even create new genre

[illegible]

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Write some games that may be similar

Better find some popular and well known

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Has a picture in your mind? Write the best setting and art-style

Try to figure it out for yourself why Sci-Fi (place any) is better than fantasy (place any) for you game

[illegible]

Find core game cycle

What is the main goal for the player. To catch them all?

[illegible]

Did your game need currency?

Hard, soft? Experience can be currency too.

How will player progress?

Will he level up or polish his skill?

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PVE mechanics and features

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PVP mechanics and features

[illegible]

Social mechanics and features

[illegible]

[illegible]

Monetization mechanics and features

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Your own cool mechanics and features

[illegible]

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Time for a good story

“Story gives you escapism and reflection. It leaves you with something, in exchange for the time investment. Maybe it gives you a way to reflect on your own life and the relationships you have in it (like the way *Life Is Strange* does) or makes you rethink your place in a sometimes terrifyingly large world (see *Mass Effect*). Sometimes both.”

Eric Smith, author, literary agent, and co-founder of Geekadelphia

Protagonist. Your main best hero

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Antagonist. YOUR evil enemy

[illegible]

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A plot set-up

Viggo Tarasov: Why did you hit my son?

Aurelio: Because he stole John Wick's car and killed his dog.

Viggo Tarasov: Oh.

John Wick (movie by David Leitch, Chad Stahelski)

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Endgame

Happy end or I'll be back?

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Конец ознакомительного фрагмента.

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