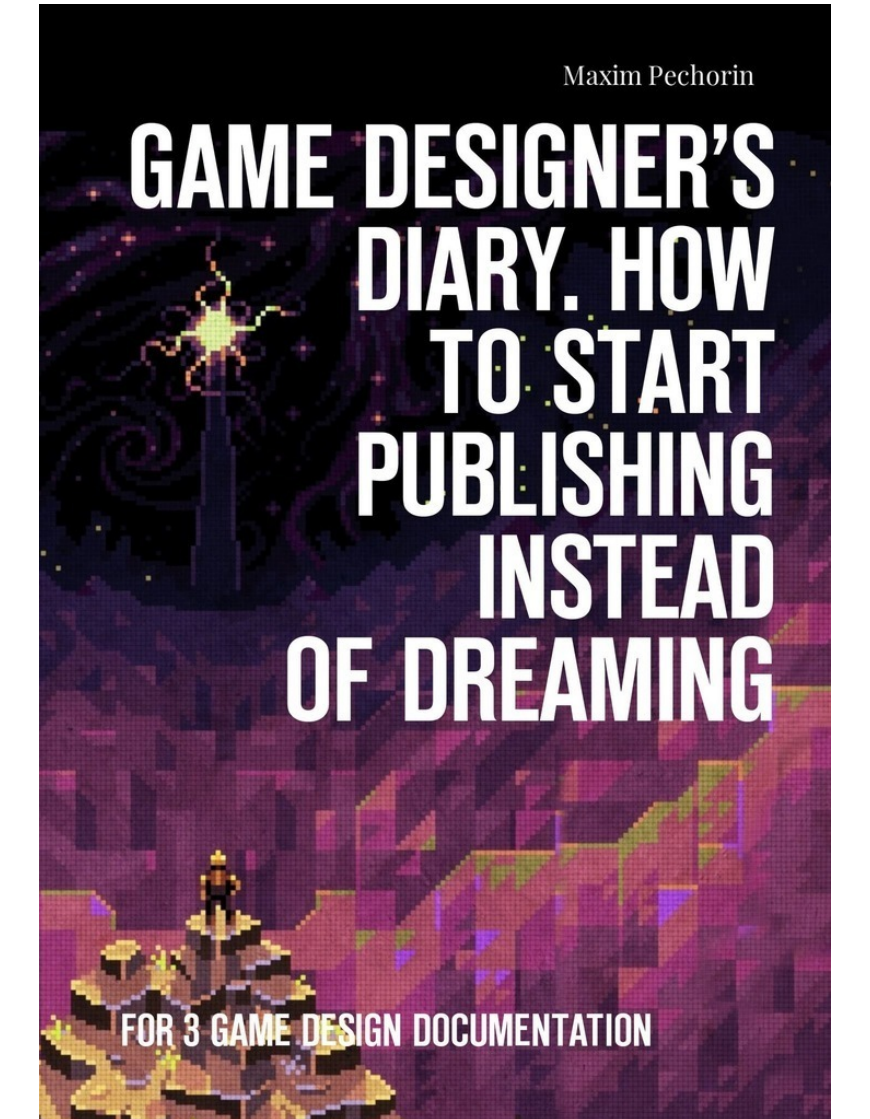


Maxim Pechorin

The background is a pixel art illustration. In the upper left, a lighthouse with a bright yellow light at the top stands on a dark, rocky outcrop. The sky is dark purple with swirling patterns and small yellow stars. In the lower left, a small character with a yellow head and a dark body stands on a yellow, tiered platform. The rest of the background is a complex, abstract pattern of purple, pink, and yellow pixels, resembling a stylized landscape or a digital environment.

# 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**

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**Аннотация**

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. How to start publishing instead of dreaming For 3 game design documentation**

**Maxim Pechorin**

*Lead game designer* Maxim Pechorin

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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*

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on the right side, suggesting it's resting on a surface.

[illegible][illegible]

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

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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  
that fantasy (place any) for you game*



## Find core game cycle

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

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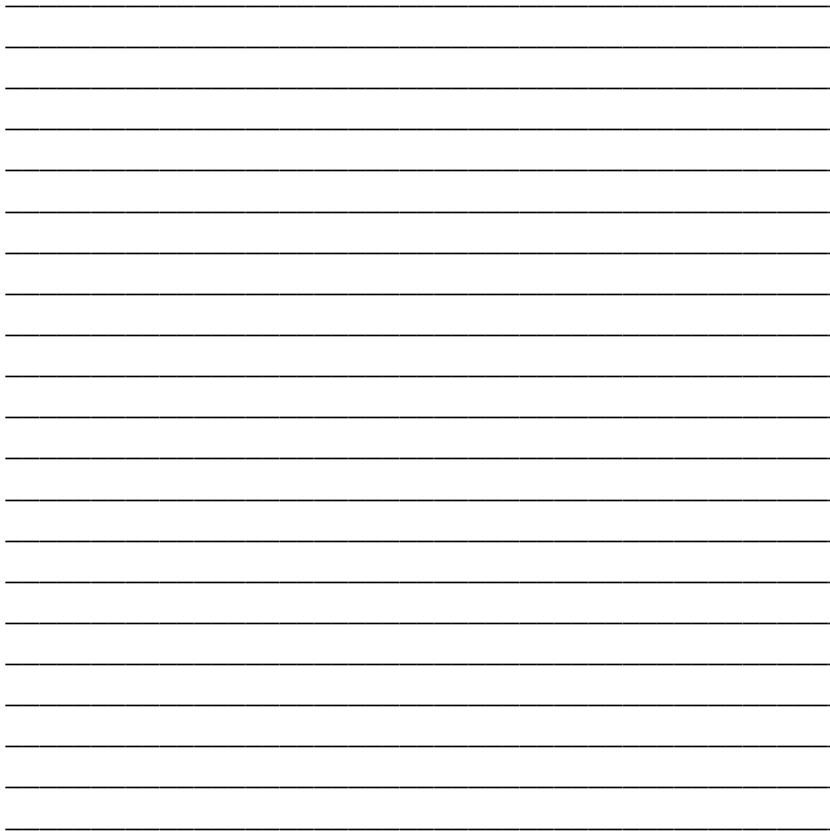
# **PVE mechanics and features**

## **PVP mechanics and features**

## **Social mechanics and features**

## **Monetization mechanics and features**

## Your own cool mechanics and features



# 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

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**Antagonist. YOUR evil enemy**



## 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)*

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.



# **Target audience**

## **Achievers**

Also known as “Diamonds”, these are players who prefer to gain “points”, levels, equipment and other concrete measurements of succeeding in a game. They will go to great lengths to achieve rewards that confer them little or no gameplay benefit simply for the prestige of having it.

## **Explorers**

Explorers, dubbed “Spades” for their tendency to dig around, are players who prefer discovering areas, creating maps and learning about hidden places. They often feel restricted when a game expects them to move on within a certain time, as that does not allow them to look around at their own pace. They find great joy in discovering an unknown glitch or a hidden easter egg.

## **Socializers**

There are a multitude of gamers who choose to play games for the social aspect, rather than the actual game itself. These players are known as Socializers or “Hearts”. They gain the most enjoyment from a game by interacting with other players, and on some occasions, computer-controlled characters with

personality. The game is merely a tool they use to meet others in-game or outside of it.

# Killers

“Clubs” is a very accurate moniker for what the Killer likes to do. They thrive on competition with other players, and prefer fighting them to scripted computer-controlled opponents.

**Now define what can you give for every player type.**

# Achievers

[illegible]

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