

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

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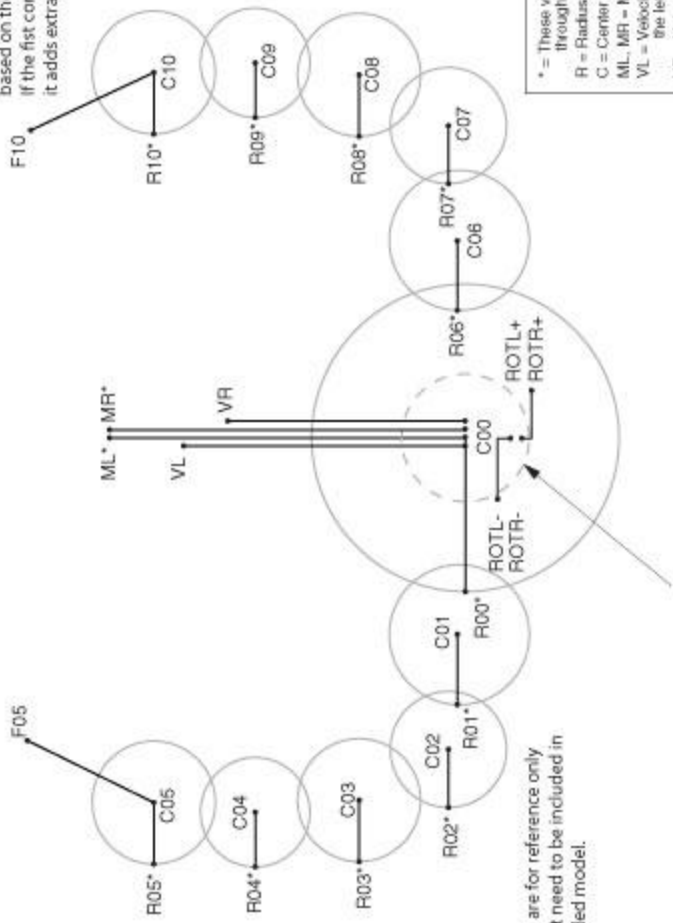
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Time Estimates

Anatomy of a Creature

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.



- * = These values stay constant throughout the round
- R = Radius
- C = Center
- ML, MR = Mass left and right
- VL = Velocity generated from the left arm
- VR = Velocity from the right arm
- F = Hitting force
- ROTL- = Negative rotation generated from the left arm
- ROTL+ = Positive rotation
- ROTR- = Rotation generated from the right arm
- ROTR+ = Rotation generated from the right arm

NOTE:
All of these points should originate from the same center point (C00).

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Sound
Miscellaneous

History

Eight years ago birth of INN. After s dropped. Three year adult on-line chat, b

Today

Using the existi cludes all the *Hoyle* access, but is more f tillulation.

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

The key concept third-person virtual v ing, swimming, hot- viable economically

Financial Mo

Larry's Casino Berkeley's *Jack* gam four additional "part national advertisers challenge, etc.

Theme

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

One running ga counter, sells every securities 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-rop

Our-next-selection
51—Passionate-Patti-Do
Expect-traveling-salon
you'll-probably-just-en
lines-over-and-over-ju
MIKE-IS-LIVE-LENT
nia—Just-select-Passi
winnings-

5100 Drew Barin

Beautiful, young, i much time as possible

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

5200 Cavaricchi

Beautiful young b sense girl with well-de

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

5300 Annette B

A mysterious, dar realizing his name refe hat. She wanted some

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

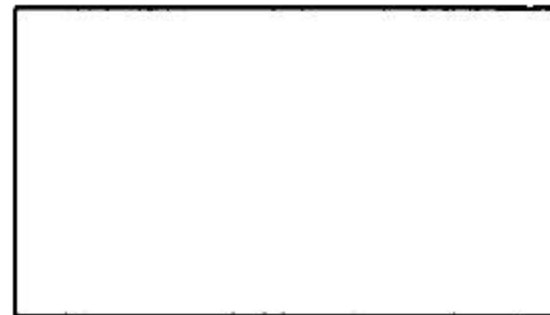
They speed across the world to the Mayan temple, where Glottis gets off. He can't leave the Land of the Dead, and there is a tearful farewell, but happy because Glottis has found a home with the little demon mechanics.

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 aisles 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
- Special pages
- Printable version
- Permanent link

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

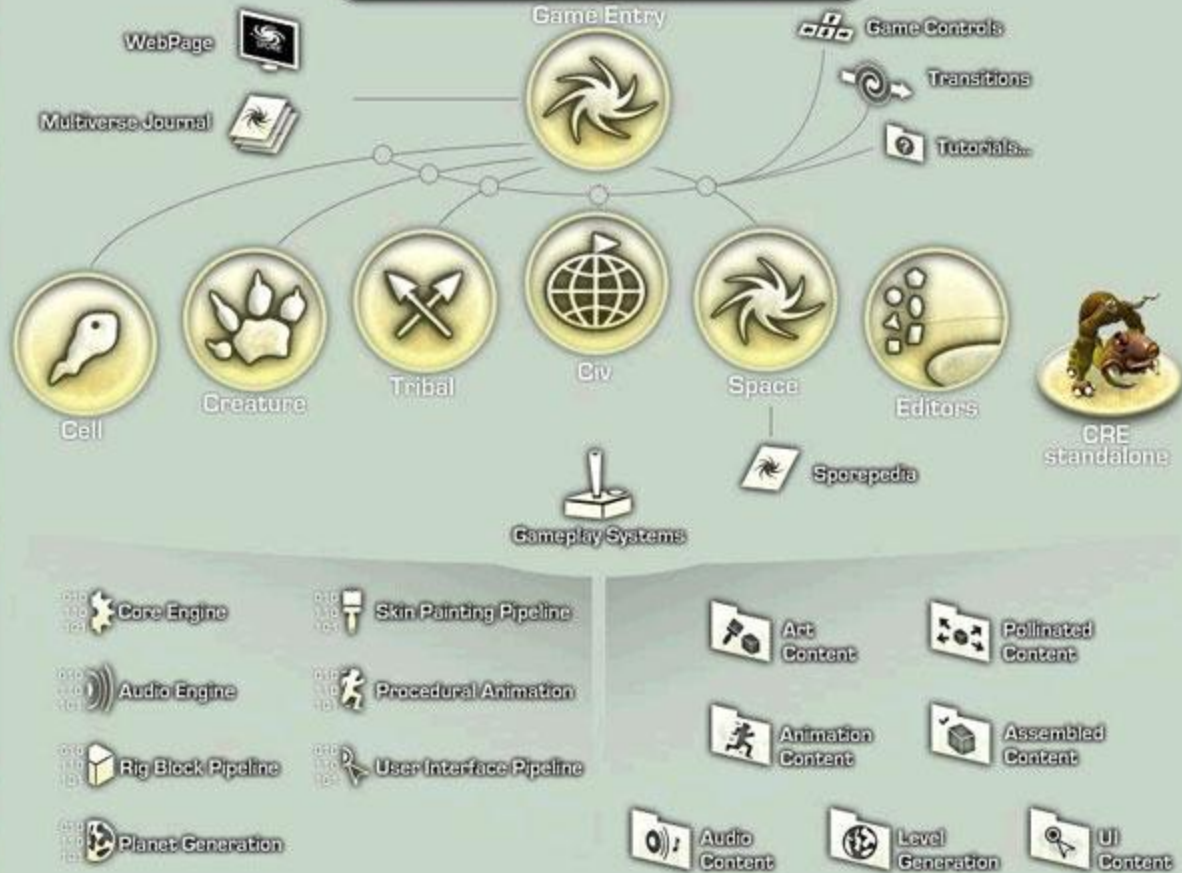
FRONT PAGE

Edit this page (Last modified September 16, 2008 by pswearengen - diff)
Front Page | Recent Changes | Title Index | User Preferences | Random Page | Help

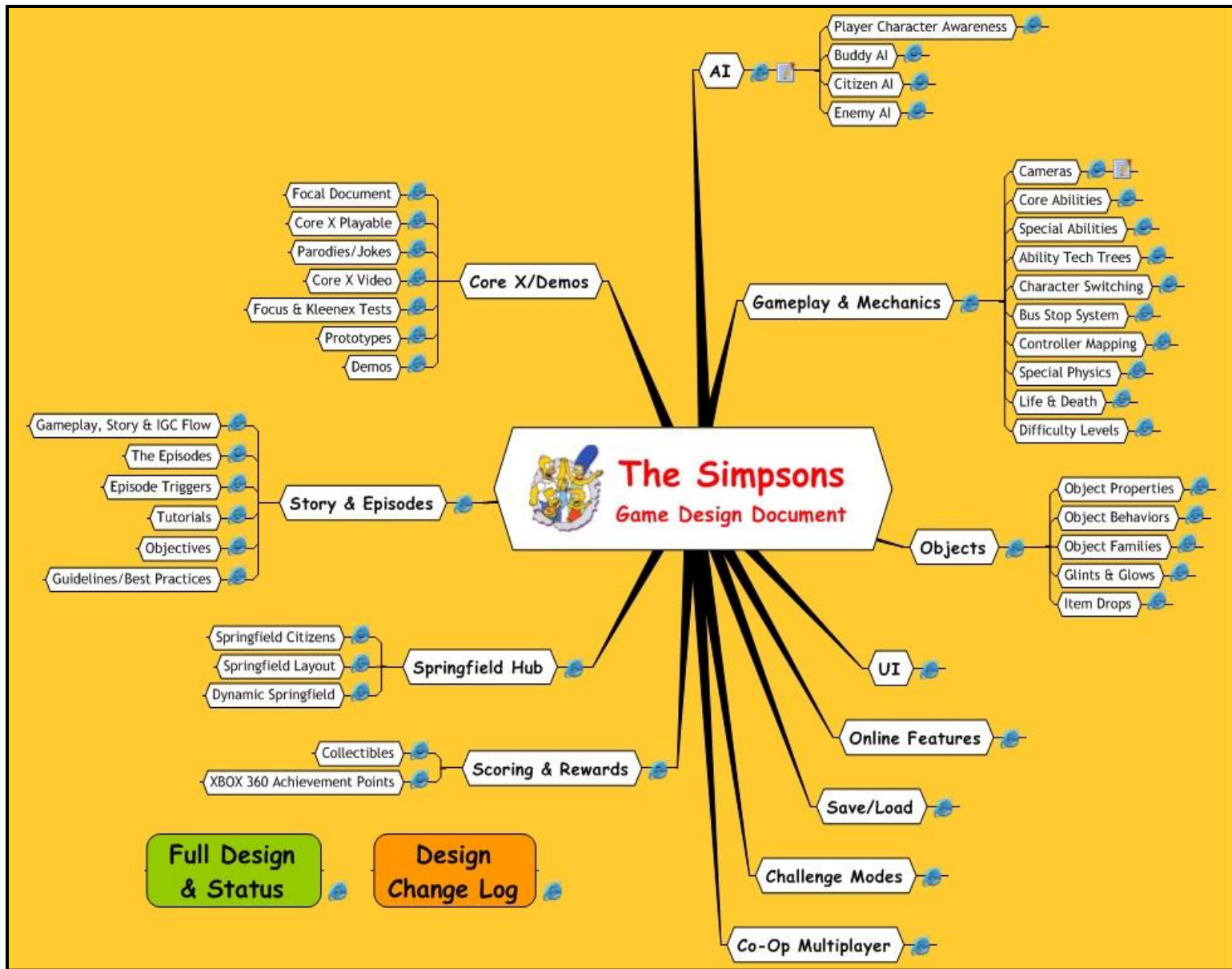


> Stone Librande Home Page > Front Page

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

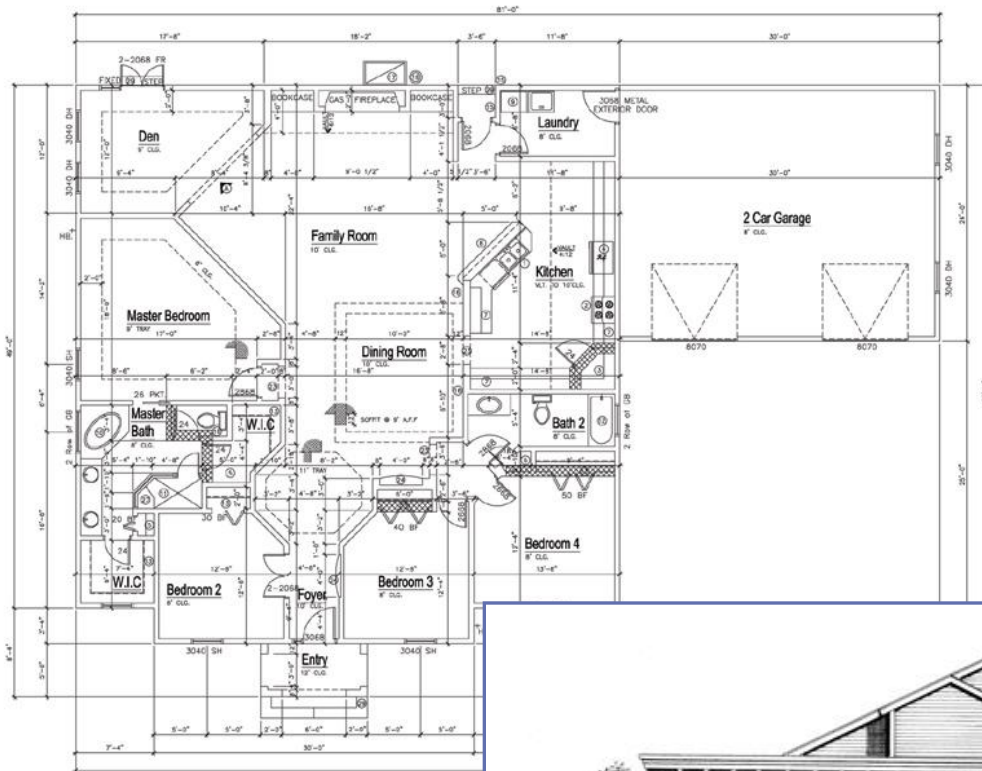
Cons

- 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

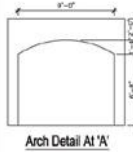


NOTES:

- ① - INDICATES NUMBER OF DOORS
- ② - INDICATES NUMBER OF WINDOWS
- ③ - FINISH - CASING
- ④ - FINISH - TRIM
- ⑤ - FINISH - FLOOR
- ⑥ - FINISH - WALL
- ⑦ - FINISH - CEILING
- ⑧ - FINISH - SINK
- ⑨ - FINISH - CUPBOARD
- ⑩ - FINISH - COUNTERTOP
- ⑪ - FINISH - BACKSPLASH
- ⑫ - FINISH - WAINSCOT
- ⑬ - FINISH - WOOD TRIM
- ⑭ - FINISH - WOOD PANELING
- ⑮ - FINISH - GLASS
- ⑯ - FINISH - MIRROR
- ⑰ - FINISH - TILE
- ⑱ - FINISH - CARPET
- ⑲ - FINISH - WALLPAPER
- ⑳ - FINISH - PLASTER
- ㉑ - FINISH - STUCCO
- ㉒ - FINISH - PAINT
- ㉓ - FINISH - BRICK
- ㉔ - FINISH - BLOCK
- ㉕ - FINISH - CONCRETE
- ㉖ - FINISH - METAL
- ㉗ - FINISH - LEAD
- ㉘ - FINISH - ZINC
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- ㉚ - FINISH - STEEL
- ㉛ - FINISH - COPPER
- ㉜ - FINISH - BRASS
- ㉝ - FINISH - SILVER
- ㉞ - FINISH - NICKEL
- ㉟ - FINISH - CHROME
- ㊱ - FINISH - BRONZE
- ㊲ - FINISH - GOLD
- ㊳ - FINISH - SILVER
- ㊴ - FINISH - BLACK
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- ㊷ - FINISH - BLUE
- ㊸ - FINISH - RED
- ㊹ - FINISH - GREEN
- ㊺ - FINISH - PURPLE
- ㊻ - FINISH - PINK
- ㊼ - FINISH - BROWN
- ㊽ - FINISH - TAN
- ㊾ - FINISH - BEIGE
- ㊿ - FINISH - OFF WHITE

WINDOW SIZE KEY

NUMBER	WIDE	HEIGHT	FRAMING
1	12'-0"	3'-0"	WOOD
2	12'-0"	3'-0"	ALUMINUM
3	12'-0"	3'-0"	BRASS
4	12'-0"	3'-0"	SILVER
5	12'-0"	3'-0"	CHROME
6	12'-0"	3'-0"	NICKEL
7	12'-0"	3'-0"	COPPER
8	12'-0"	3'-0"	BROWN
9	12'-0"	3'-0"	TAN
10	12'-0"	3'-0"	BEIGE
11	12'-0"	3'-0"	OFF WHITE
12	12'-0"	3'-0"	WHITE
13	12'-0"	3'-0"	GREY
14	12'-0"	3'-0"	BLUE
15	12'-0"	3'-0"	RED
16	12'-0"	3'-0"	GREEN
17	12'-0"	3'-0"	PURPLE
18	12'-0"	3'-0"	PINK
19	12'-0"	3'-0"	BROWN
20	12'-0"	3'-0"	TAN
21	12'-0"	3'-0"	BEIGE
22	12'-0"	3'-0"	OFF WHITE
23	12'-0"	3'-0"	WHITE
24	12'-0"	3'-0"	GREY
25	12'-0"	3'-0"	BLUE
26	12'-0"	3'-0"	RED
27	12'-0"	3'-0"	GREEN
28	12'-0"	3'-0"	PURPLE
29	12'-0"	3'-0"	PINK
30	12'-0"	3'-0"	BROWN
31	12'-0"	3'-0"	TAN
32	12'-0"	3'-0"	BEIGE
33	12'-0"	3'-0"	OFF WHITE
34	12'-0"	3'-0"	WHITE
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36	12'-0"	3'-0"	BLUE
37	12'-0"	3'-0"	RED
38	12'-0"	3'-0"	GREEN
39	12'-0"	3'-0"	PURPLE
40	12'-0"	3'-0"	PINK
41	12'-0"	3'-0"	BROWN
42	12'-0"	3'-0"	TAN
43	12'-0"	3'-0"	BEIGE
44	12'-0"	3'-0"	OFF WHITE
45	12'-0"	3'-0"	WHITE
46	12'-0"	3'-0"	GREY
47	12'-0"	3'-0"	BLUE
48	12'-0"	3'-0"	RED
49	12'-0"	3'-0"	GREEN
50	12'-0"	3'-0"	PURPLE



FLOOR PLAN LEGEND

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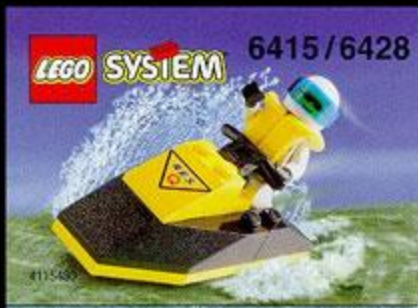
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ARCHITECT'S NAME
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PHONE
TELEPHONE
FAX
EMAIL



LEGO SYSTEM

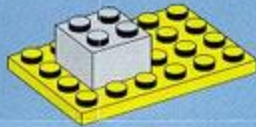
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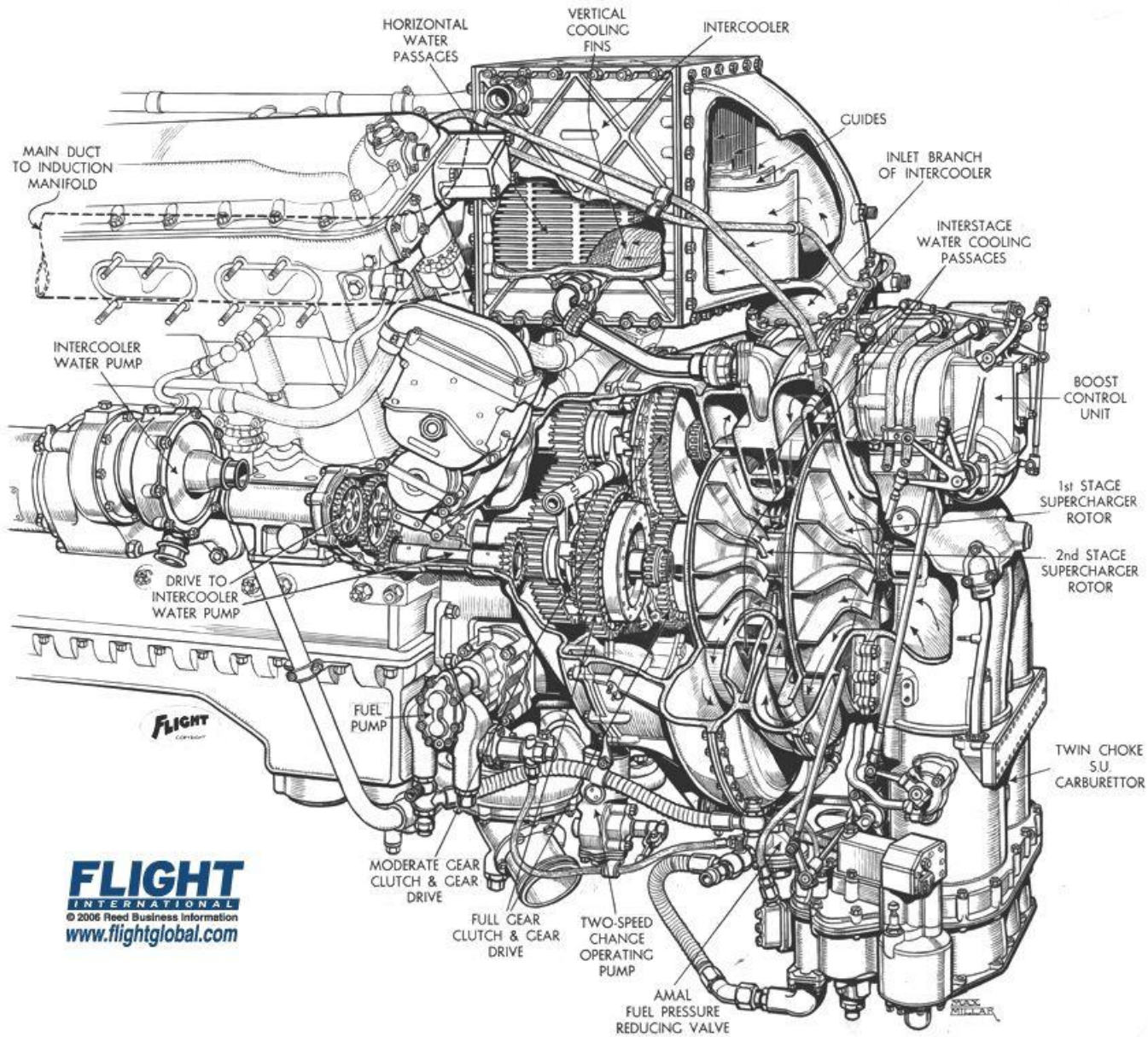
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GDC

10



FLIGHT
 INTERNATIONAL
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65

CRETACEOUS PERIOD
MILLIONS OF YEARS AGO (M.Y.A.)

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

SAUROSAURUS
128-170 feet long
39-52 meters long

208

TRIASSIC PERIOD
FIRST DINOSAUR 230 M.Y.A.

DILOPHOSAURUS
20 feet long
6.1 meters long

ALLOSAURUS
29 feet long
11.9 meters long

DRYOSAURUS
13 feet long
4 meters long

STEGOSAURUS
25 feet long
7.6 meters long

PLATEOSAURUS
27 feet long
8.2 meters long

DINOSAURS THROUGH THE AGES

©M. Ruskin Co. 1996

Art by Dave Marrs

EORAPTOR
3 feet long
3 meters long

HERRERASAURUS
17 feet long
5.2 meters long

245

GDC



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

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

Les nombres d'hommes restants sont représentés par les longueurs des zones colorées à raison d'un millimètre pour dix mille hommes, ils sont de plus écrits en lettres des zones. Le trait noir désigne les hommes qui partirent en Russie, le trait blanc qui en restèrent. Les renseignements qui ont servi à dresser la carte ont été puisés dans les ouvrages de M. M. Chiers, de Ligny, de Fozzard, de Chambray et le journal inédit de Jacob, pharmacien de l'Armée depuis le 23 Octobre. Leur mérite fera juger à l'œil la diminution de l'armée, j'ai rapporté que les corps de Lecomte-Nicolas et de Maréchal Davoust qui avaient été détachés sur Minsk et Mielnik en son temps vers Oucha et Witebsk, avaient toujours marché avec l'armée.

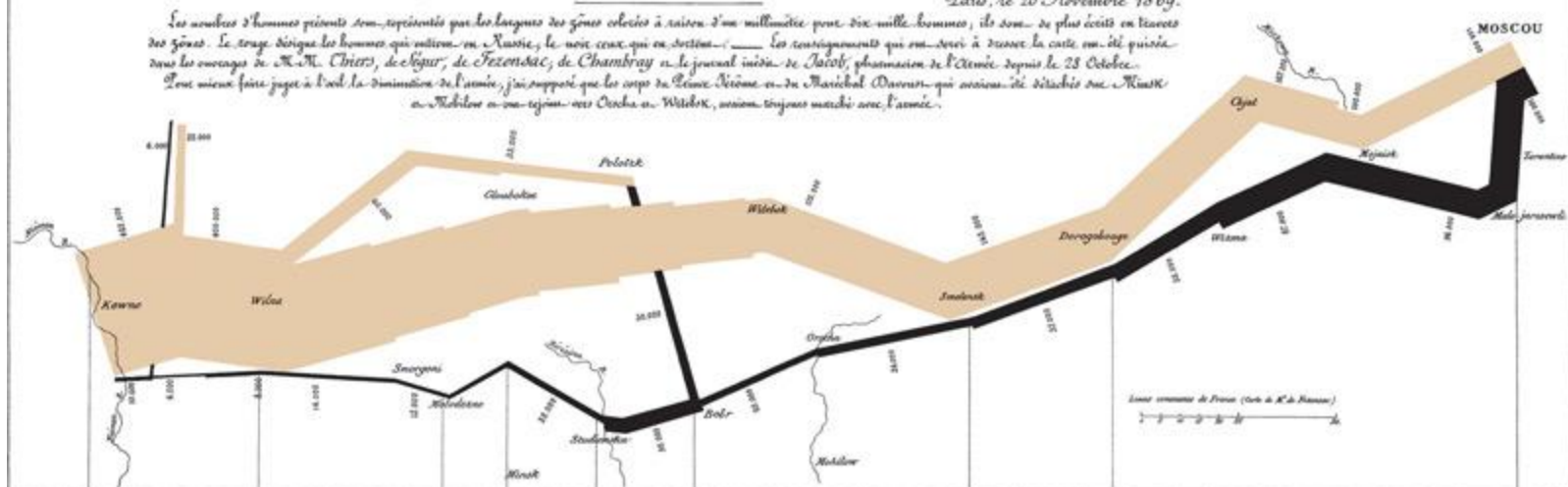
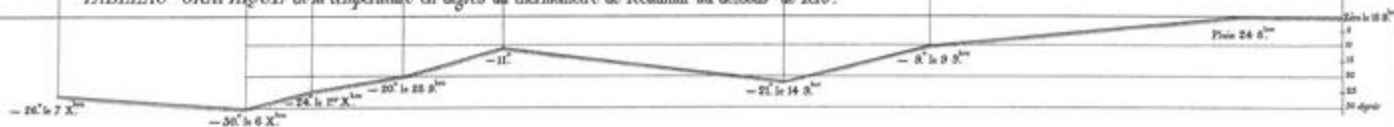


TABLEAU GRAPHIQUE de la température en degrés du thermomètre de Réaumur au dessous de zéro.

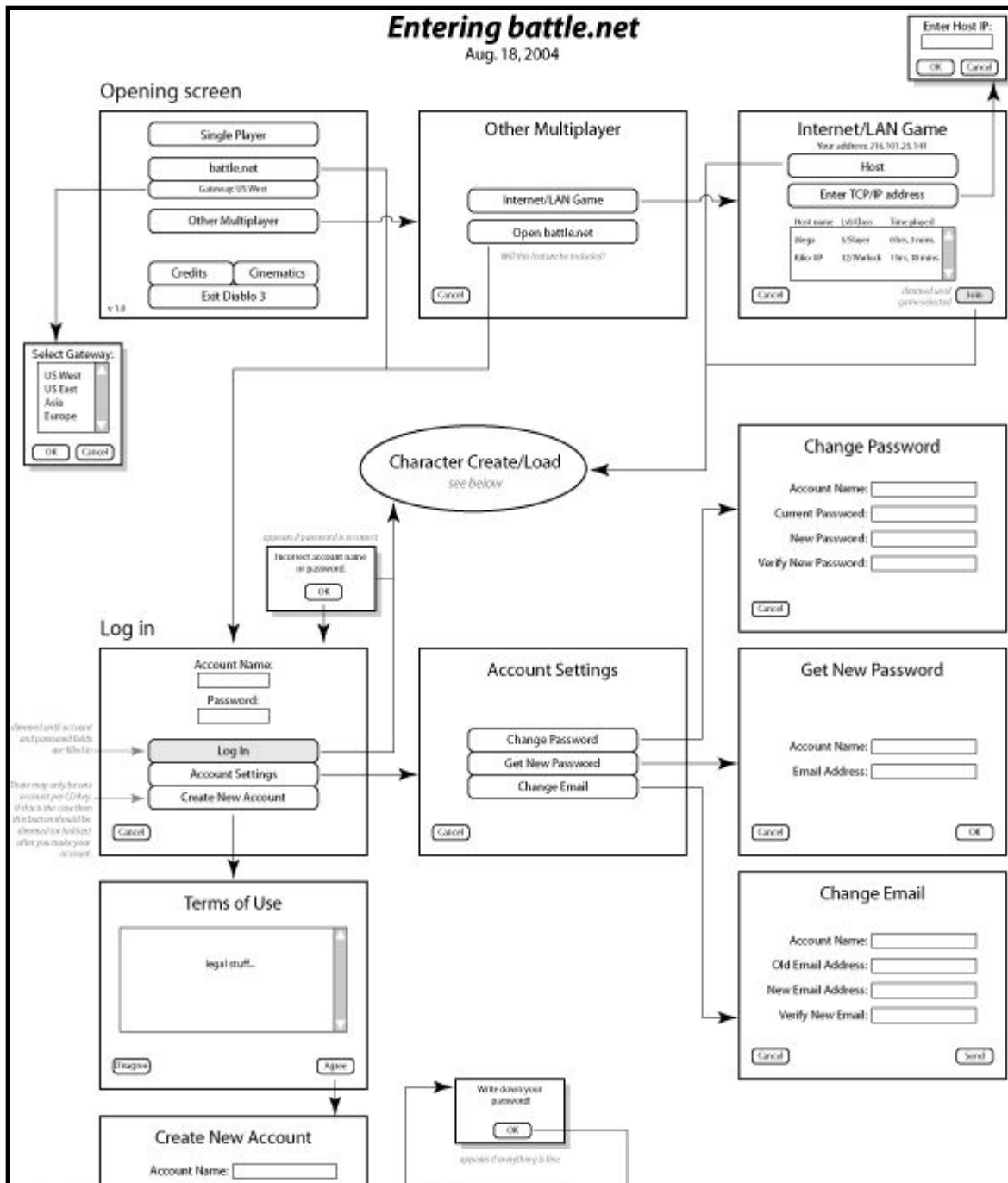
Les Courbes passent au zéro le 15 Mars gelé.



One-Page Design Examples

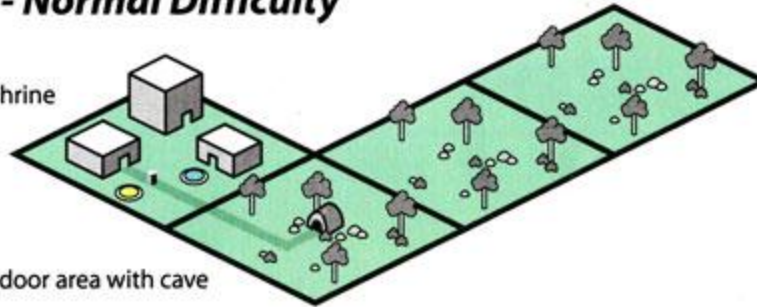
Entering battle.net

Aug. 18, 2004



The World of DHack - Normal Difficulty

Small town with healing shrine and identify shrine.

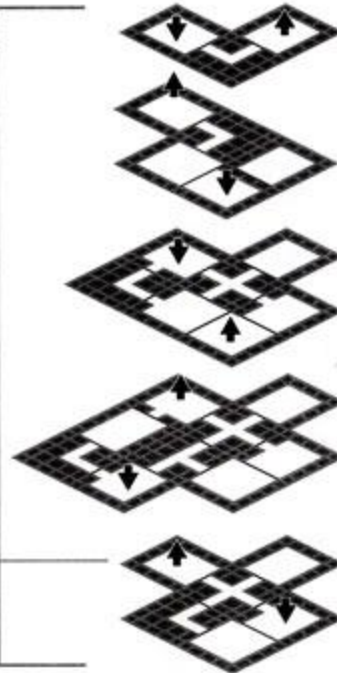


Outdoor area DRLG
(This is for demo purposes and can be any size.)

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 10th level, starting with the 5th, contains only one type of weak monster in large numbers.

Caves (Levels 6 - 10)

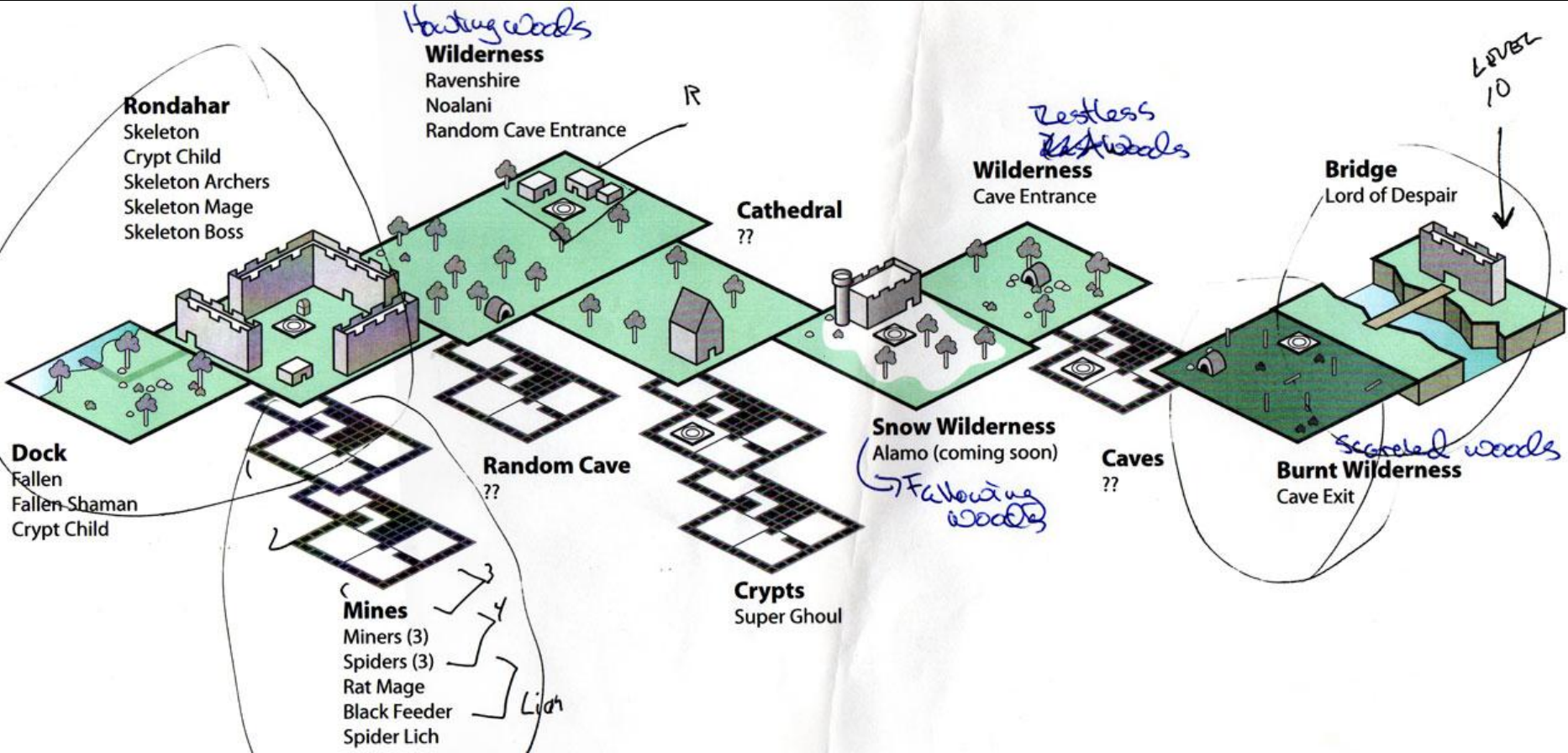
The first group of miners that broke through to this vast underground cave system unleashed horrors beyond comprehension.

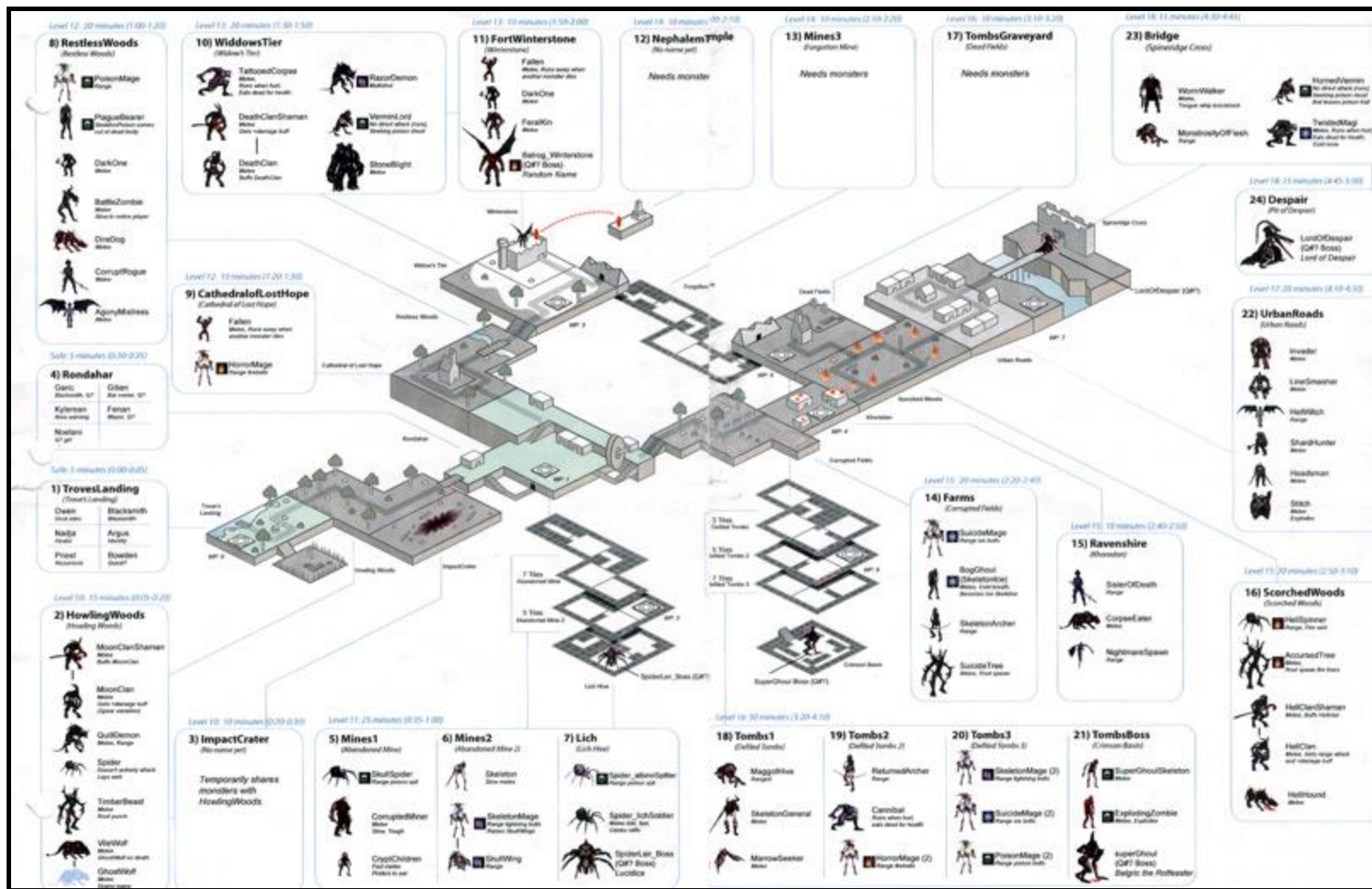
Level 6 - Caves

(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 m

12) Nepha

Needs m

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

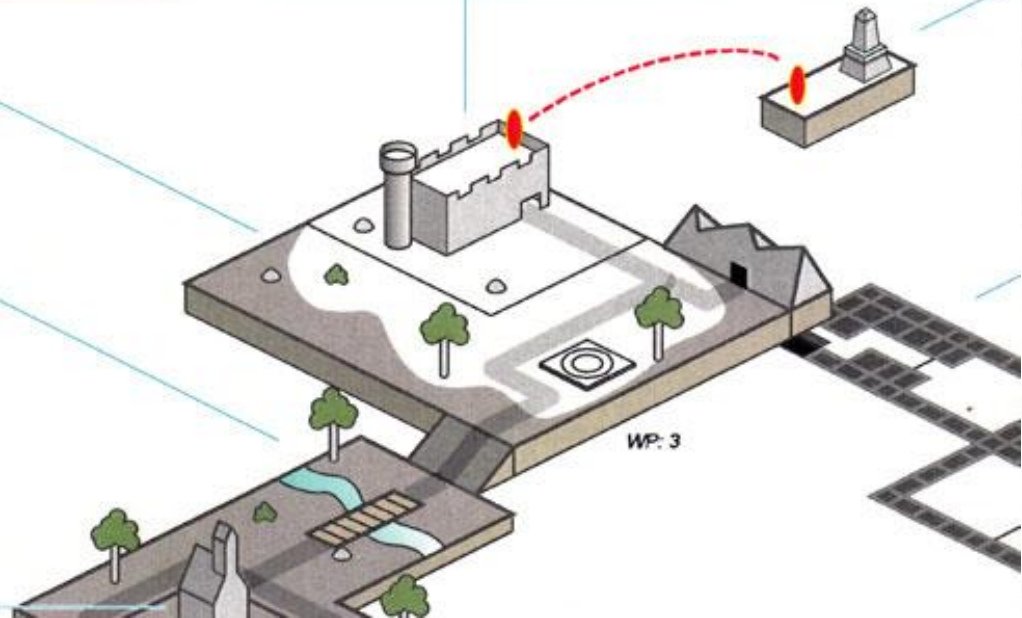
9) CathedralofLostHope

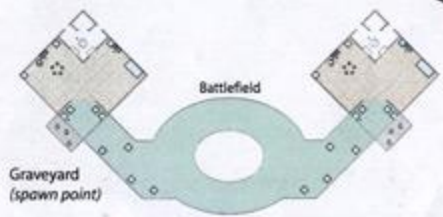
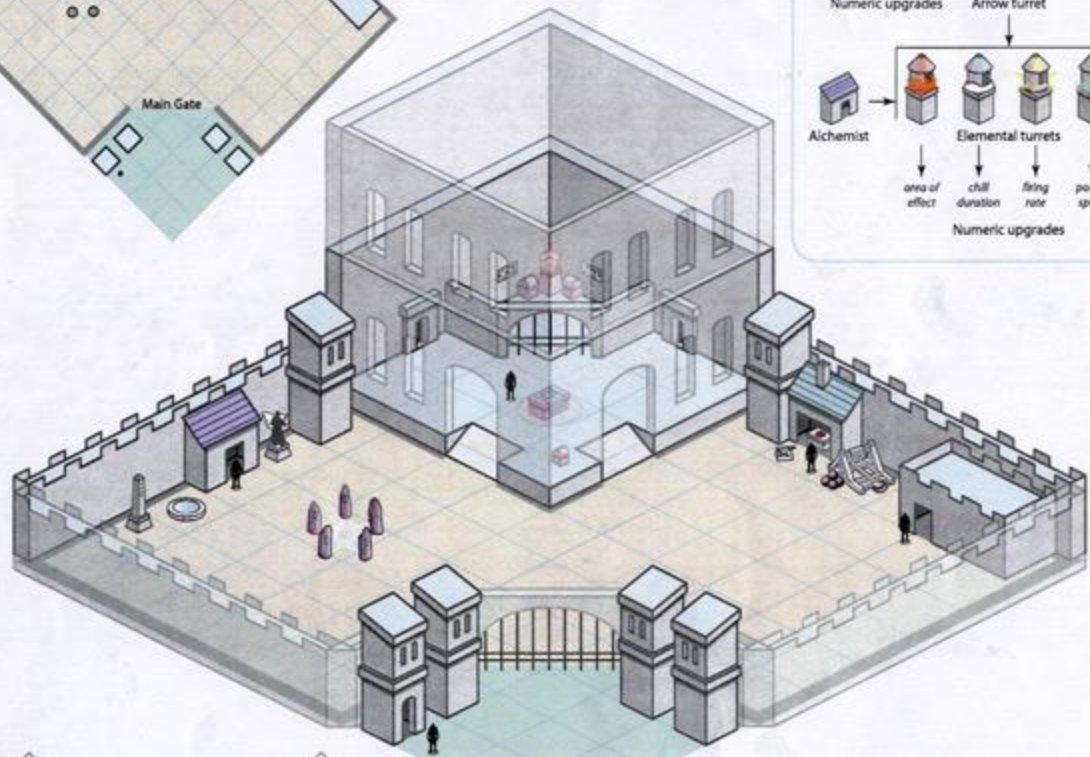
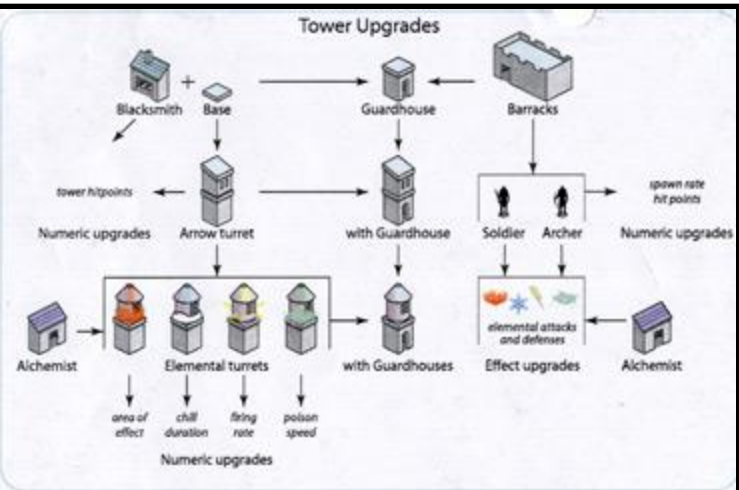


Fallen
Melee, Runs away when
another monster dies



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".



Direct

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



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.



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

Propelled

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



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)

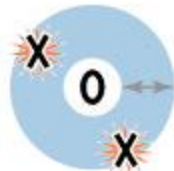
A type of propelled delivery that follows an arbitrary set of rules (AI) and attempts to reach a target, despite obstacles.



Parameters:
same as Propelled
pathing rules

Area - Circle

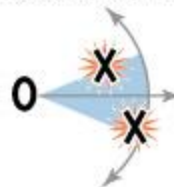
Payloads delivered to all targets within area at a set rate.



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

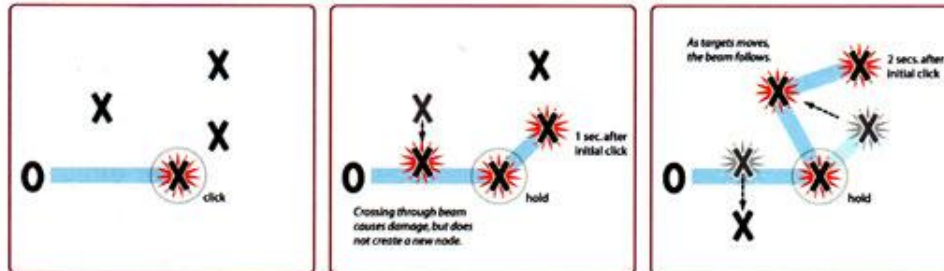
Skill Category

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).

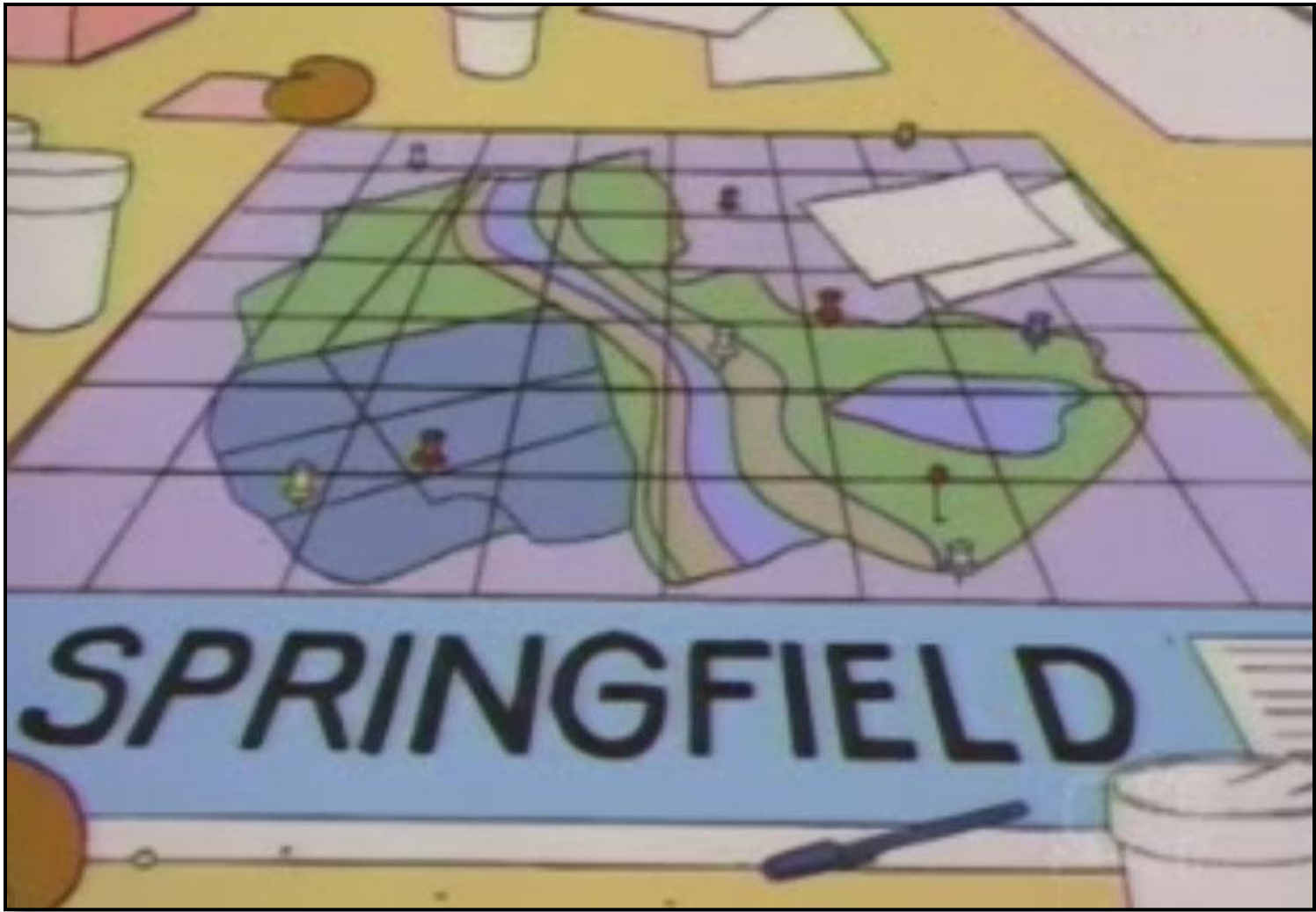
UI

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

Click and hold on a monster.

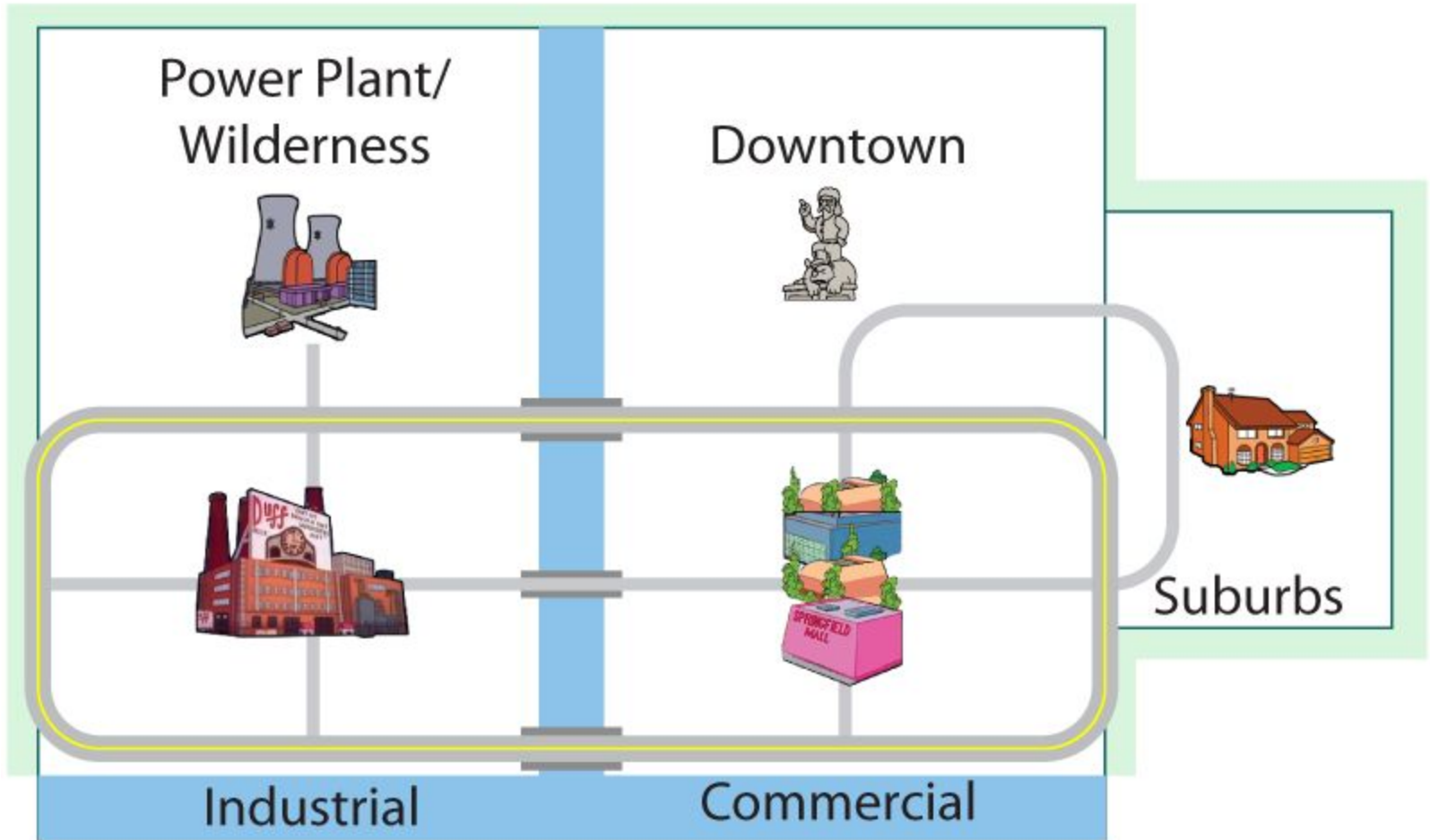
If the Mage is not within range, he will walk within range and then start the attack.

Release mouse button to stop attack.

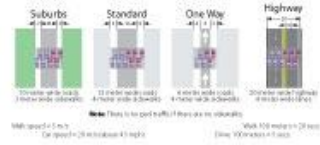




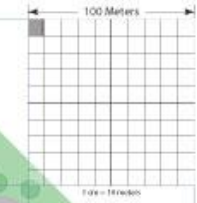


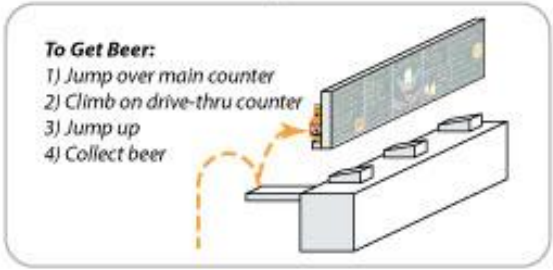
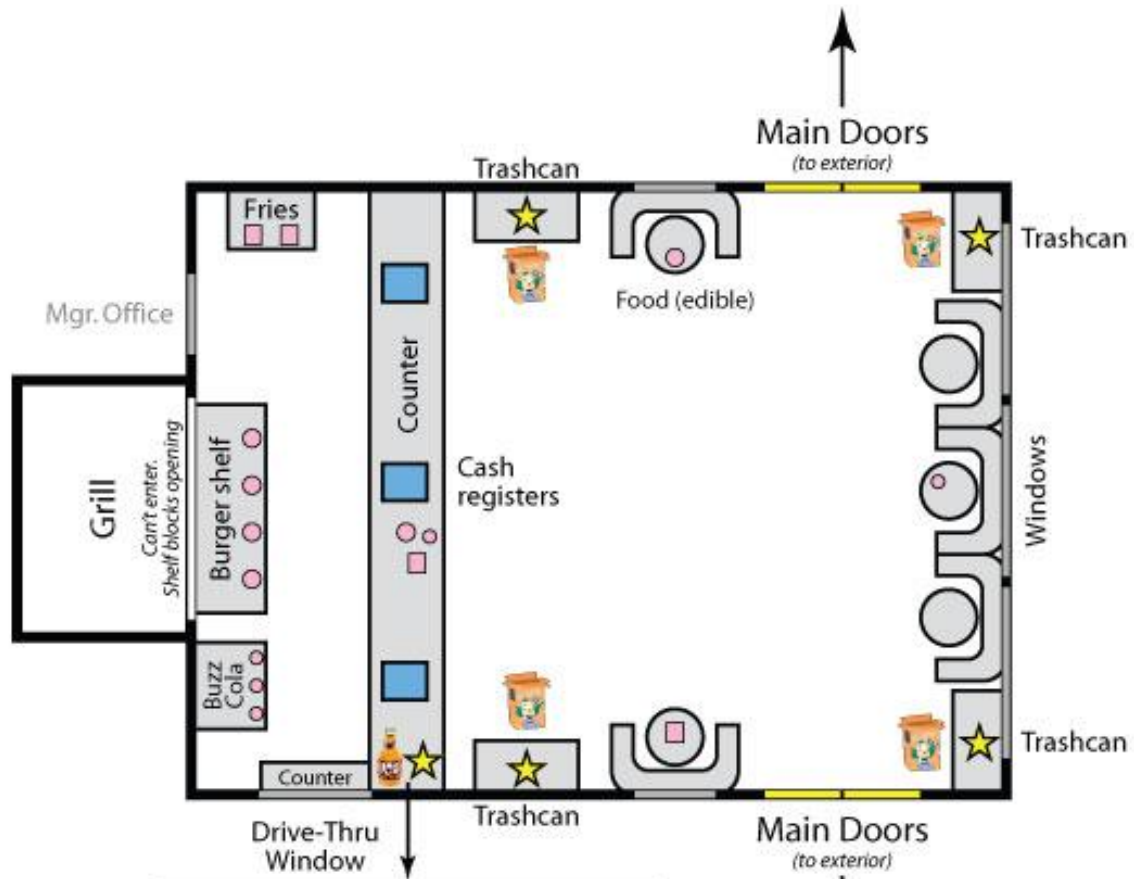






LIVING SPRINGFIELD
September 15, 2006



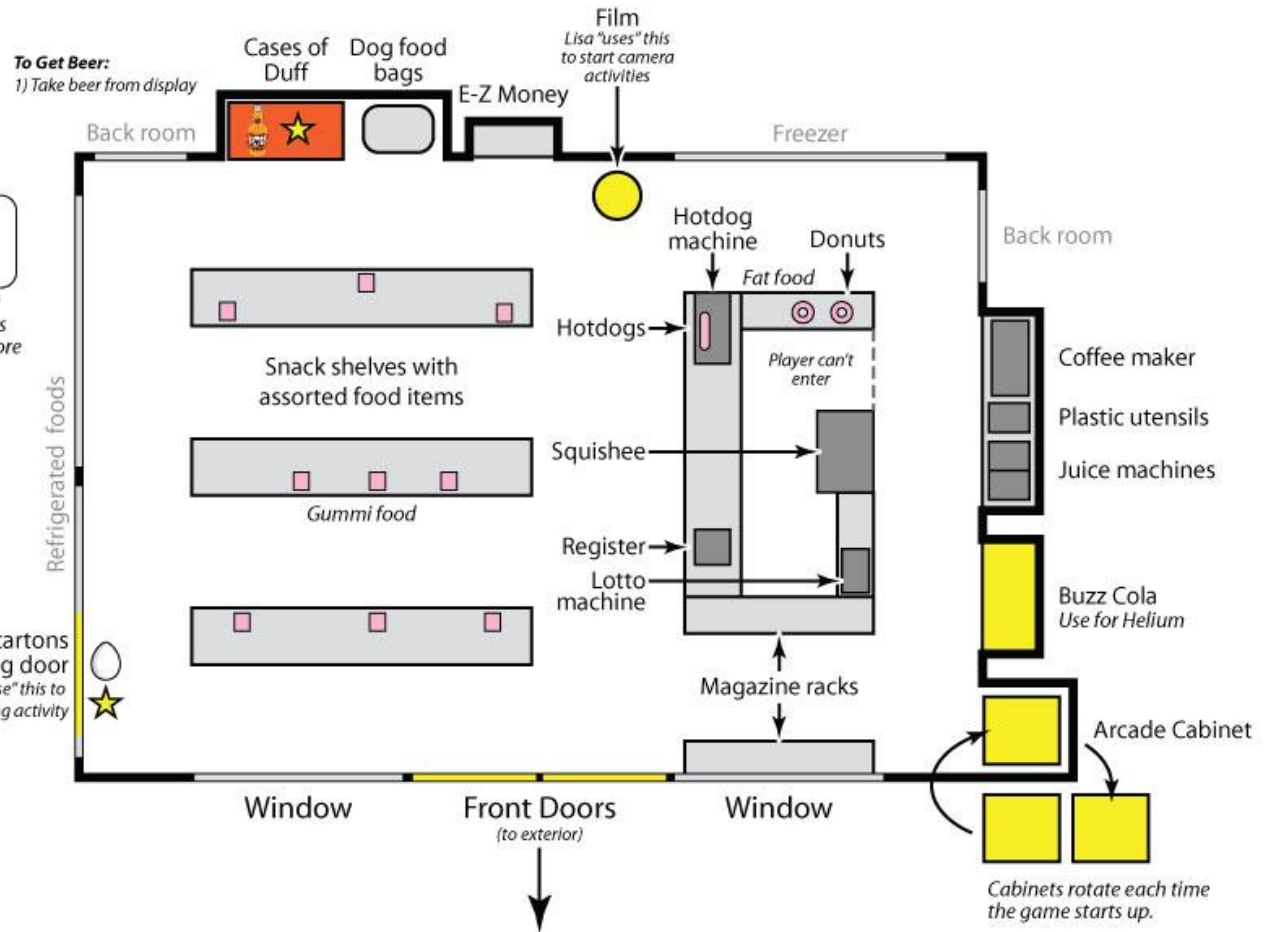


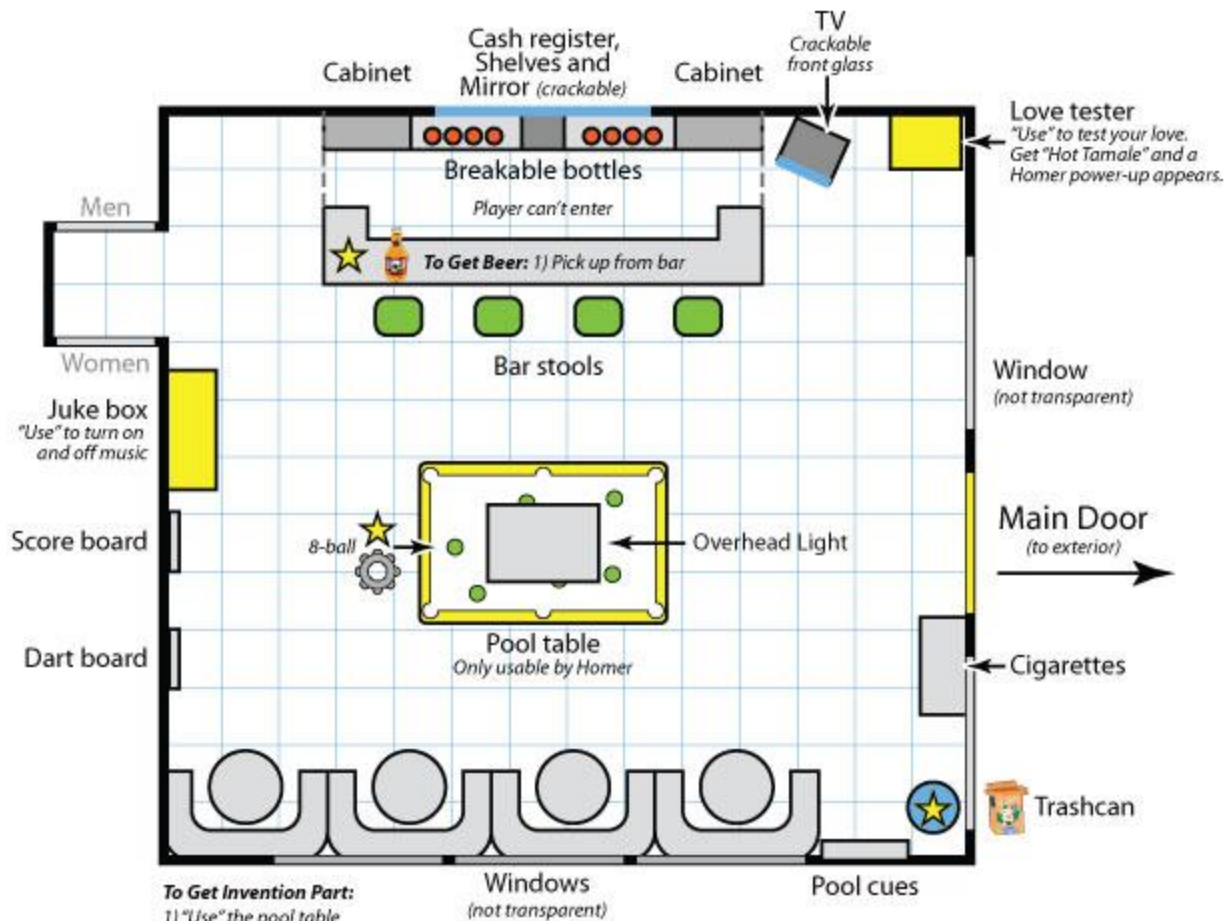


Apu gives Marge lotto tickets if she mobs shoppers to his store



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





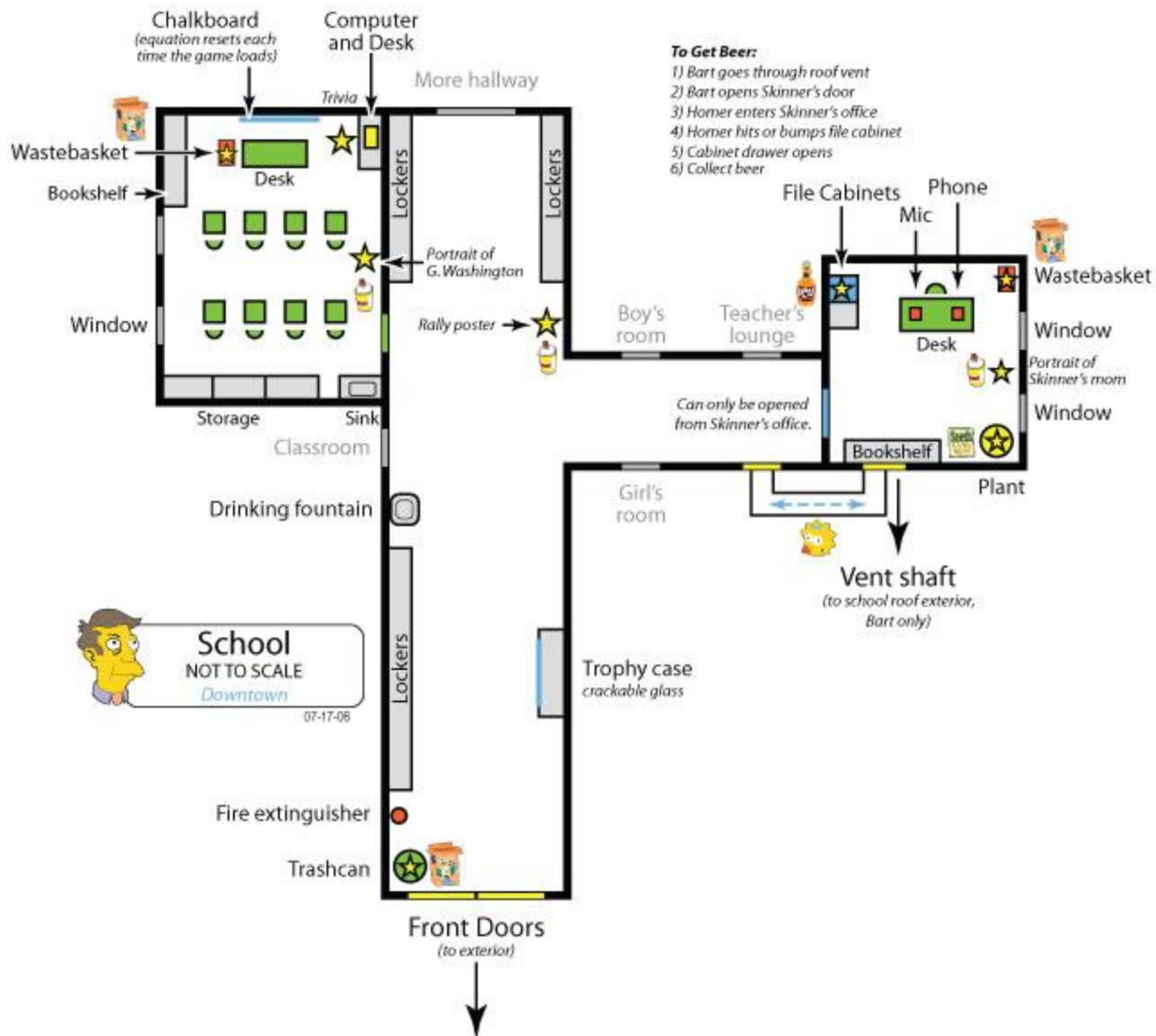
To Get Invention Part:

- 1) "Use" the pool table
- 2) Homer shrinks to ball size
- 3) Push all the pool balls into the pockets
- 4) If the 8-ball is the last ball then it glows
- 5) Collect 8-ball by rolling into it while glowing



Moe's Tavern
TO SCALE
Downtown

07-06-06



- To Get Beer:**
- 1) Bart goes through roof vent
 - 2) Bart opens Skinner's door
 - 3) Homer enters Skinner's office
 - 4) Homer hits or bumps file cabinet
 - 5) Cabinet drawer opens
 - 6) Collect beer

 **School**
NOT TO SCALE
Downtown
07-17-06



LIVING SPRINGFIELD
September 15, 2006

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Creating a One-Page Design

Title

date

Lots of whitespace!

Callout

Main
Illustration

Detail
Illustration

Notes

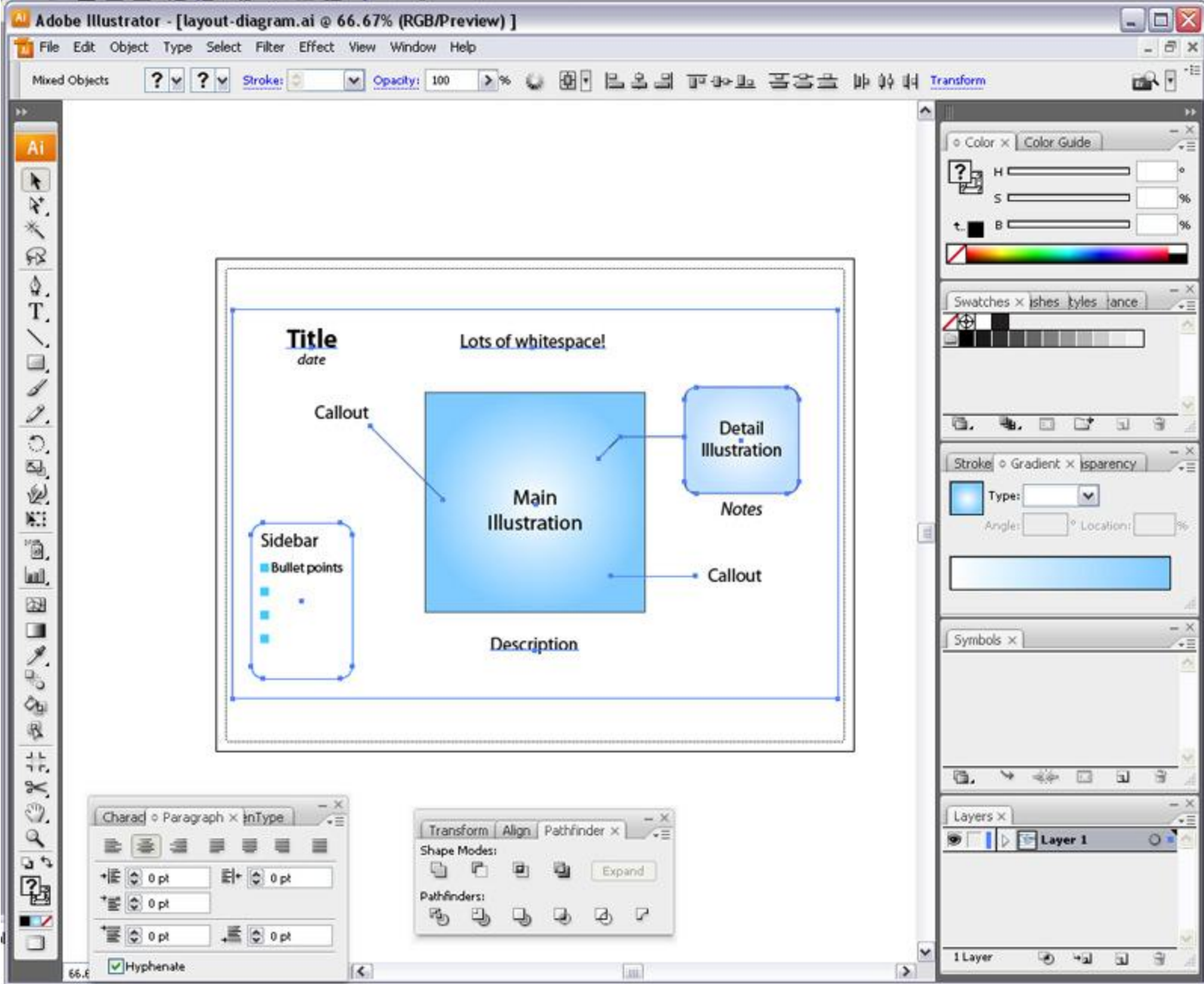
Sidebar

■ Bullet points



Callout

Description



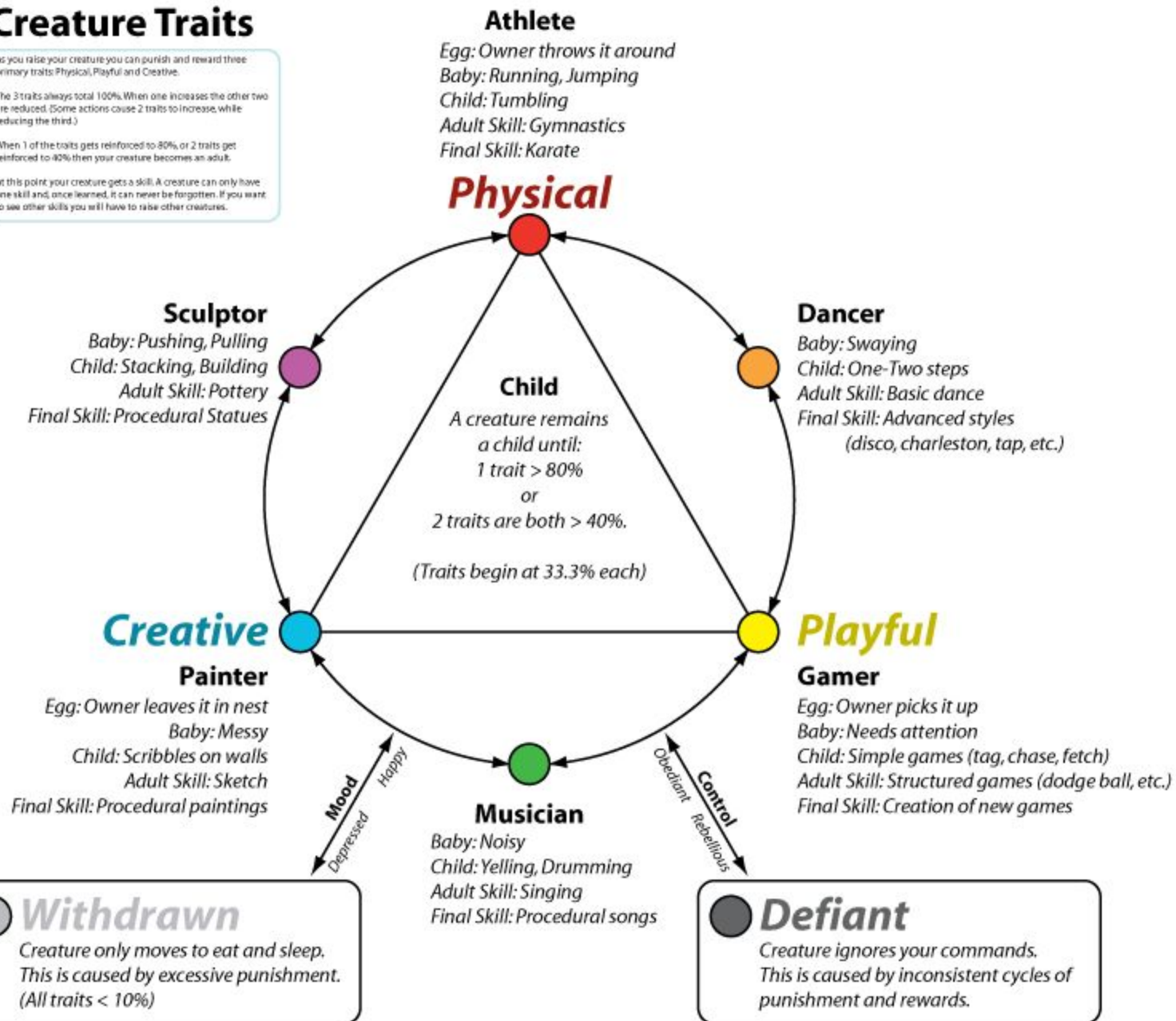
Creature Traits

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

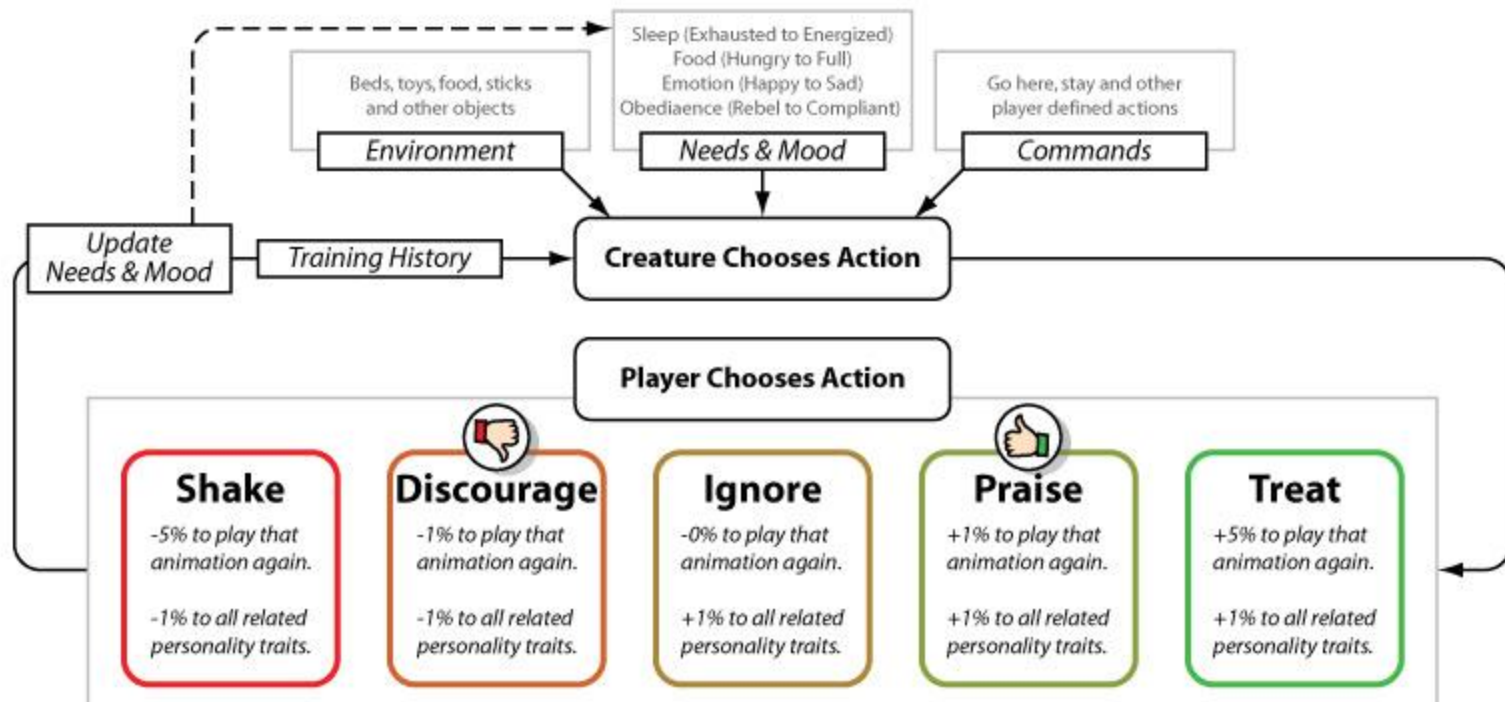
The 3 traits always total 100%. When one increases the other two are reduced. (Some actions cause 2 traits to increase, while reducing the third.)

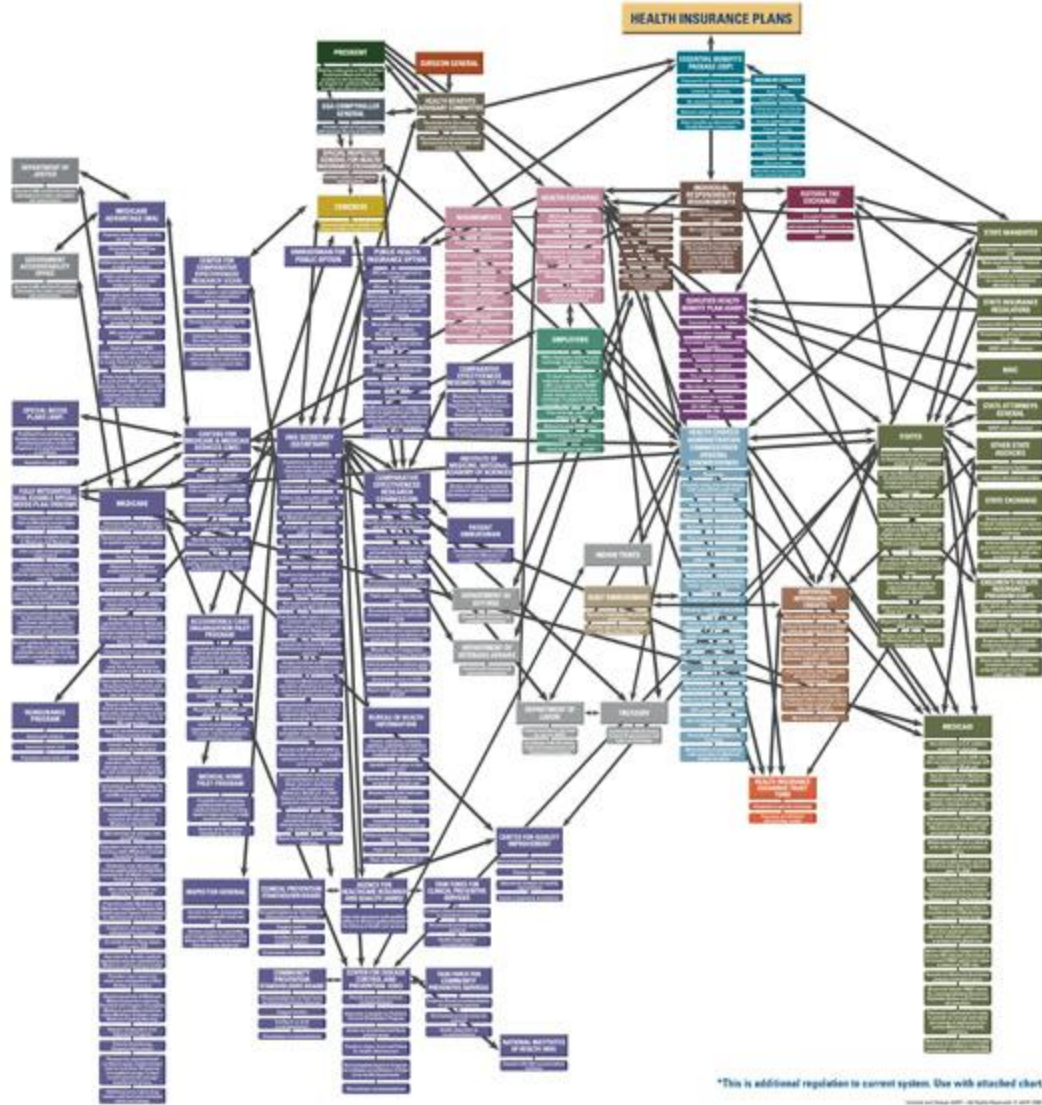
When 1 of the traits gets reinforced to 80%, or 2 traits get reinforced to 40% then your creature becomes an adult.

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.



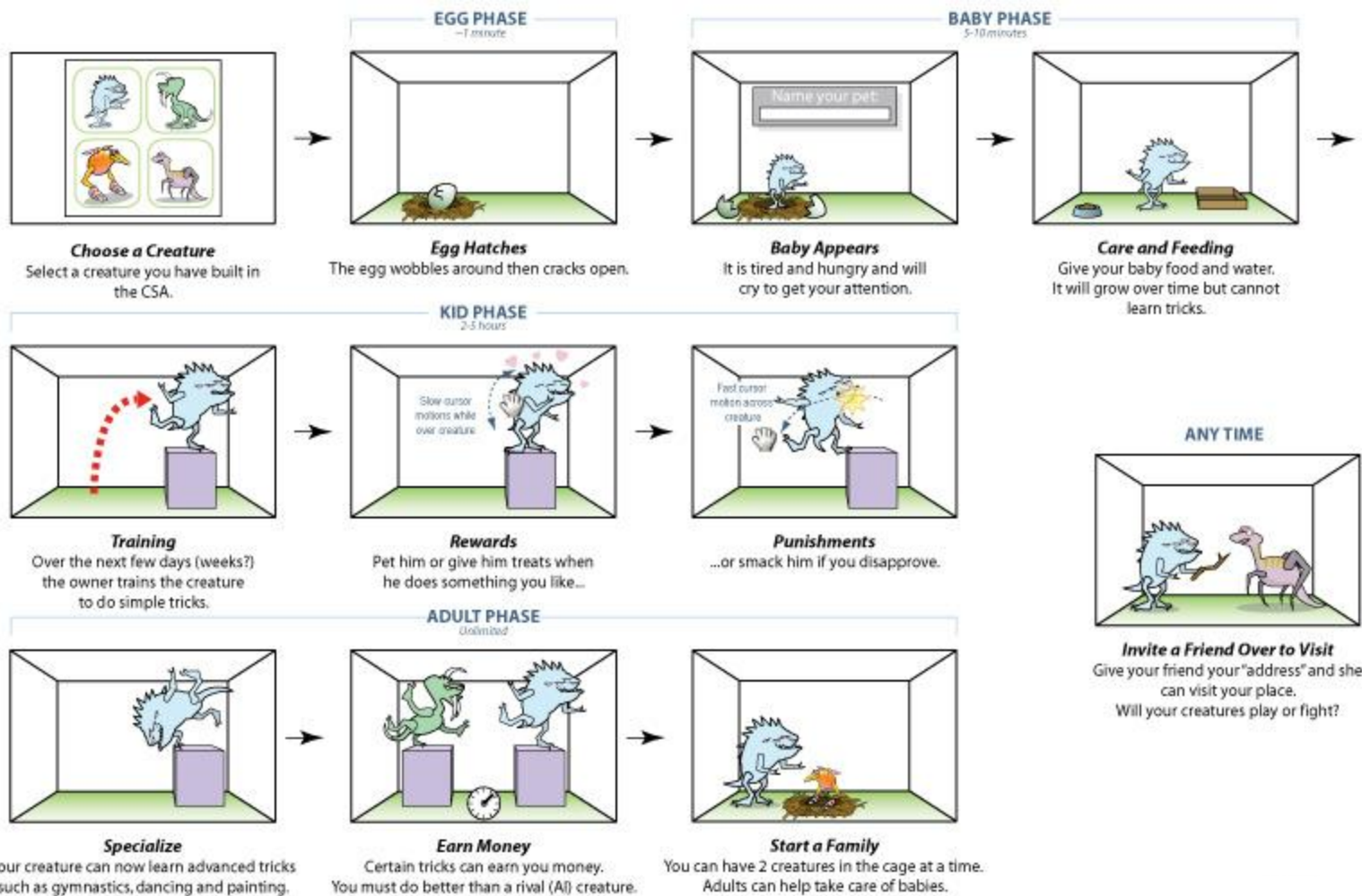
Flow Charts



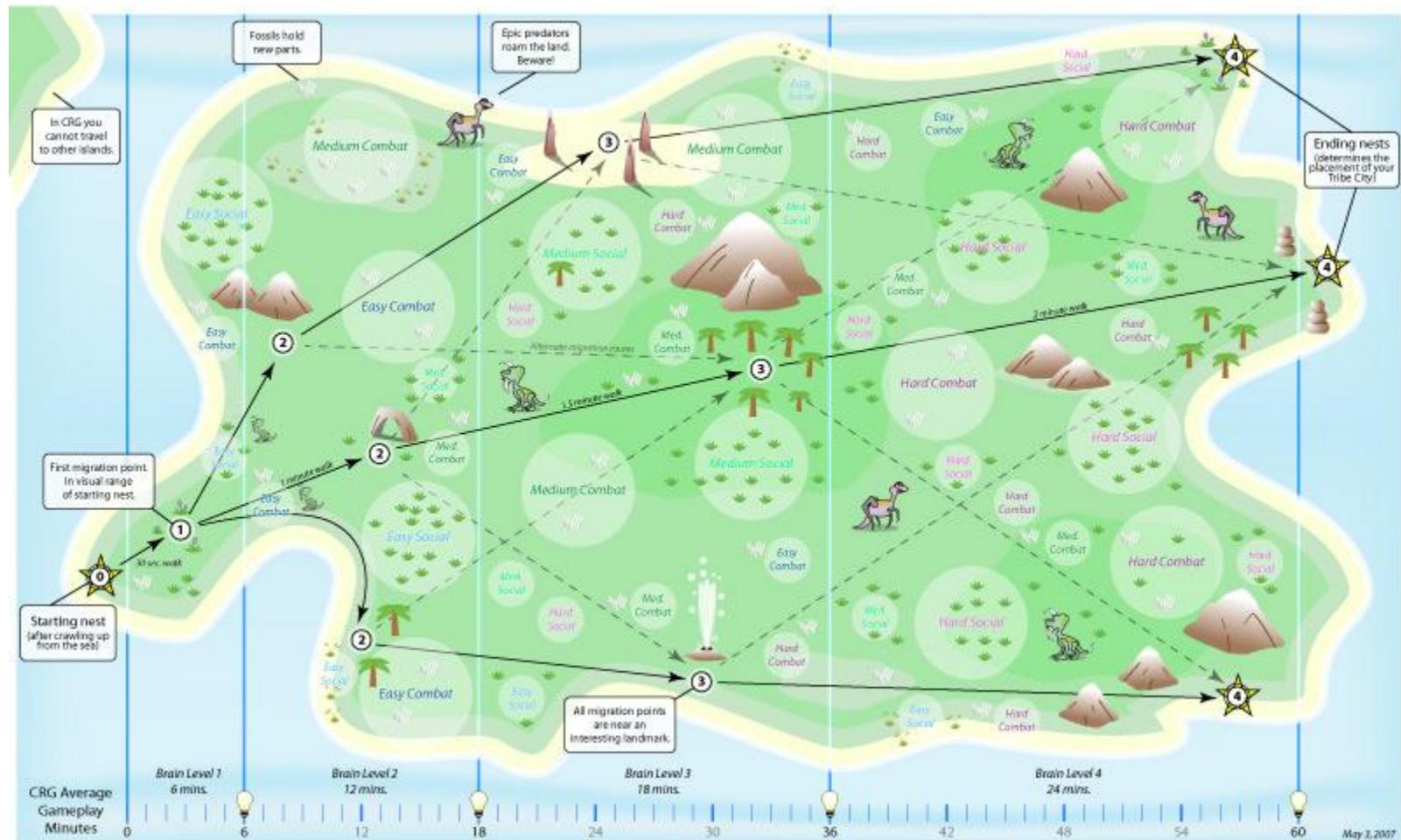


*This is additional regulation to current system. Use with attached chart.

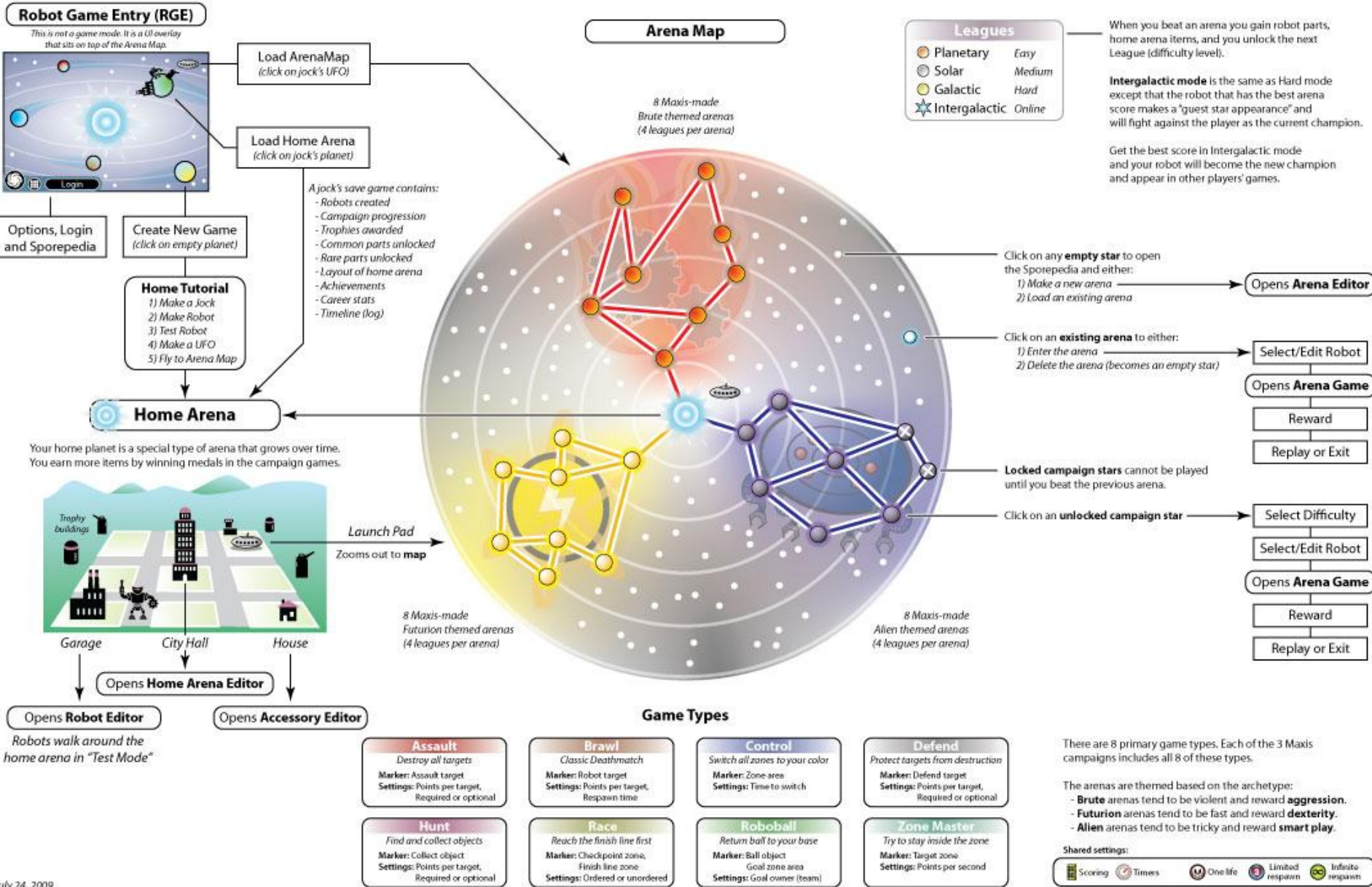
Storyboards



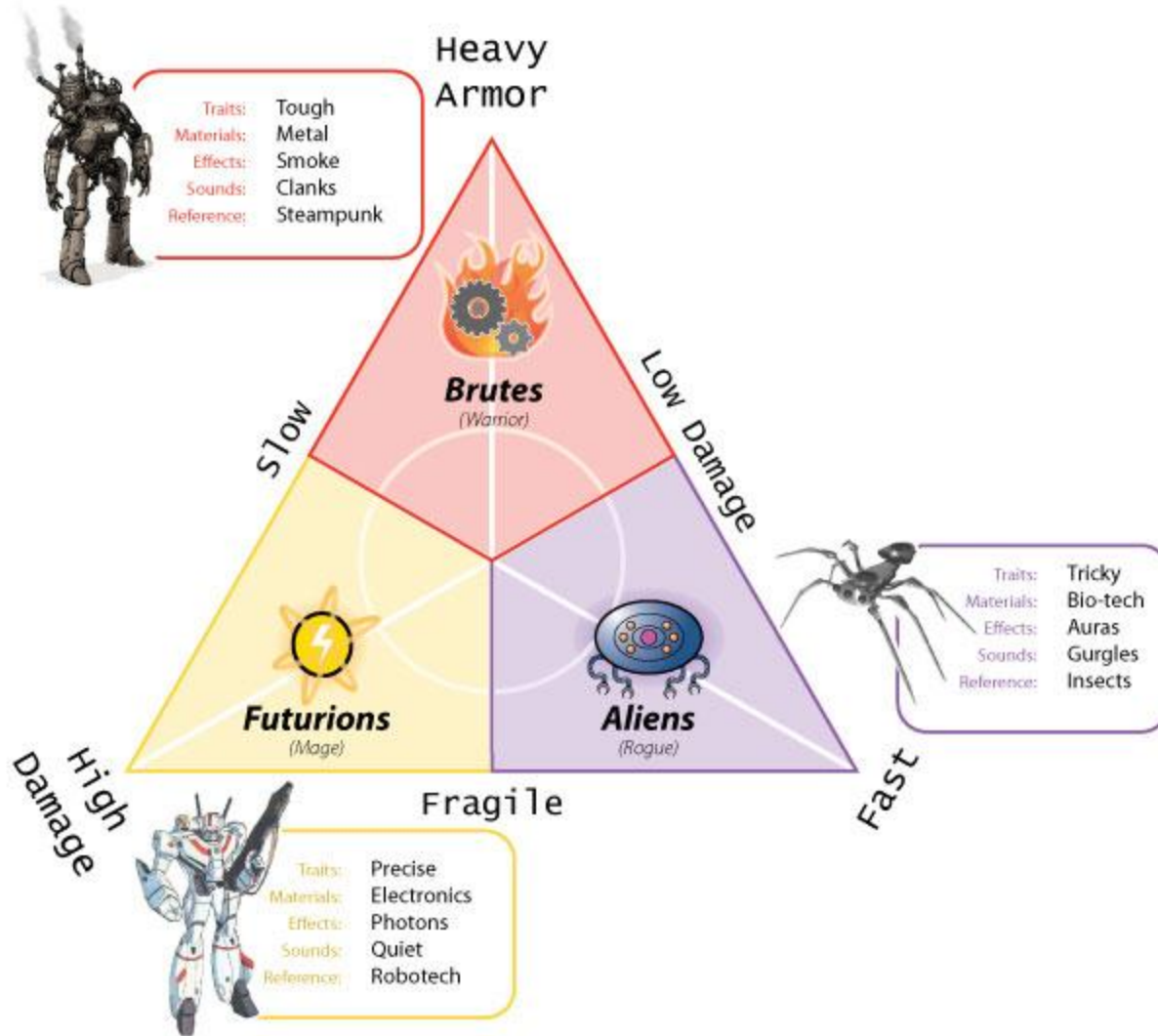
Time + Space

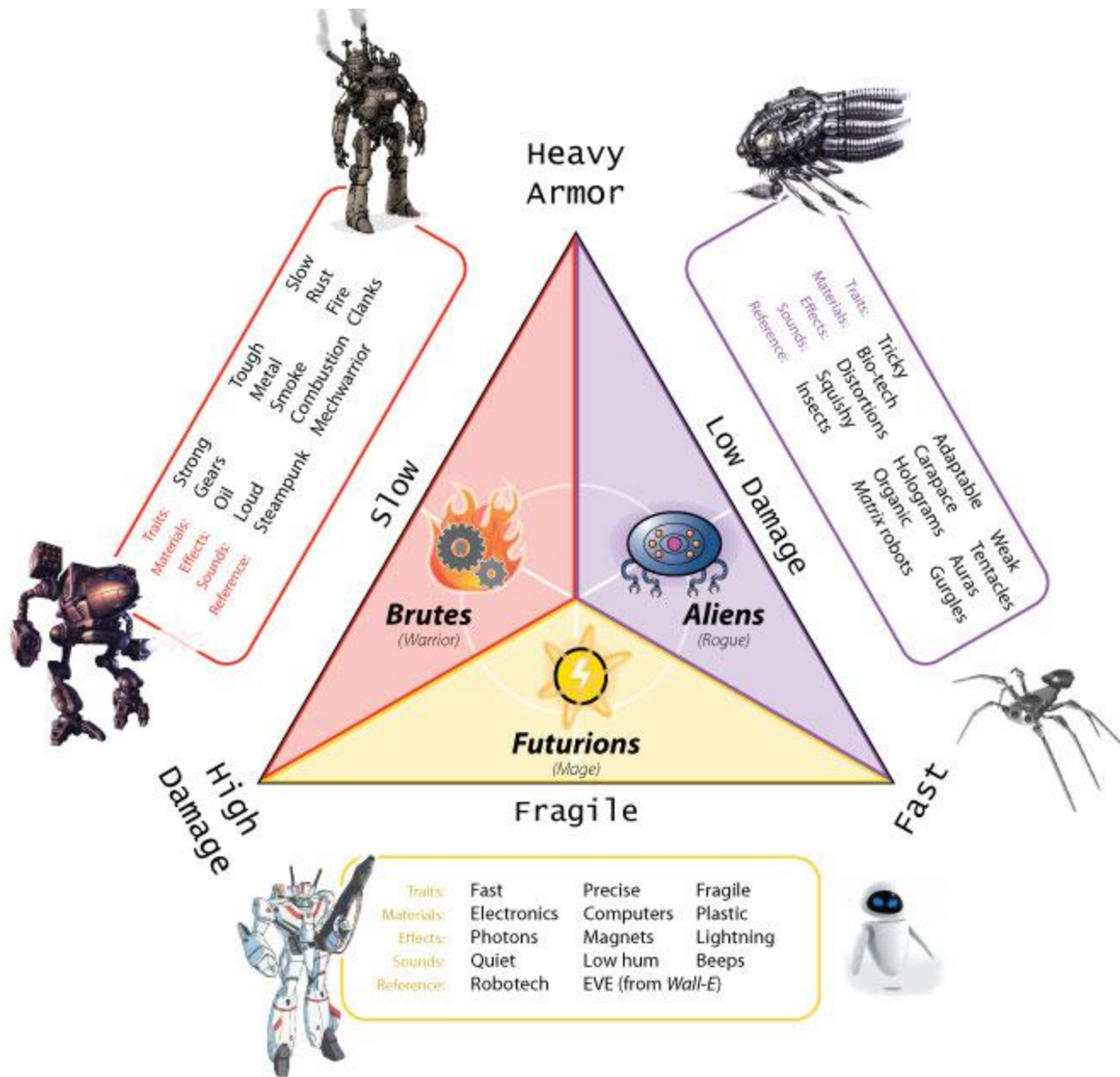


Relationships Between Modules



Relationships Between Units





Matrix

Attribute 1

Attribute 2

Character Class




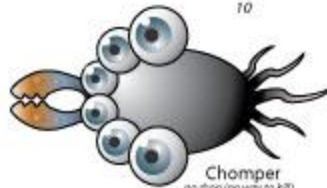





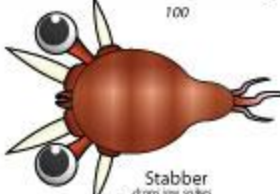




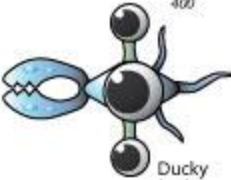






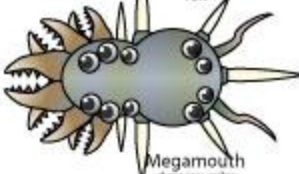





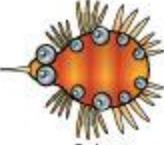
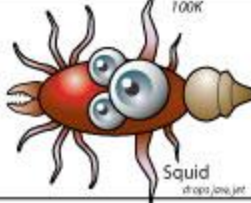
Faction

| | Fighter | Archer | Mage | Scout | Thief | Warlock |
|--------|---------|--------|------|-------|-------|---------|
| Fire | | | | | | |
| Metal | | | | | | |
| Nature | | | | | | |
| Water | | | | | | |

Character Class

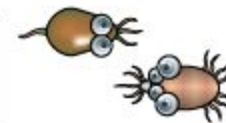
Faction

| | 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 |











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




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. |

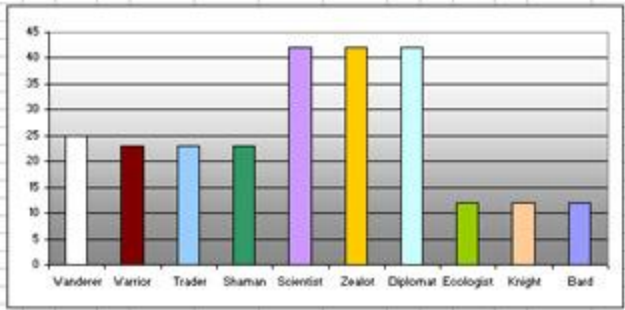
| | Jaw | Proboscis | Spike | Poison | Electric | Filter Mouth |
|--|--|---|--|--|--------------------------------------|---------------------------------------|
| Liquid food
 | Ignores liquid food. | Sip for 1 DNA point.
Shrinks to -1 size. | Stabbed food leaks two -1 size liquid food and then disappears.
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. |

1 **WARNING** DON'T EDIT THIS PAGE. ALL VALUES ARE AUTOMATICALLY CALCULATED!

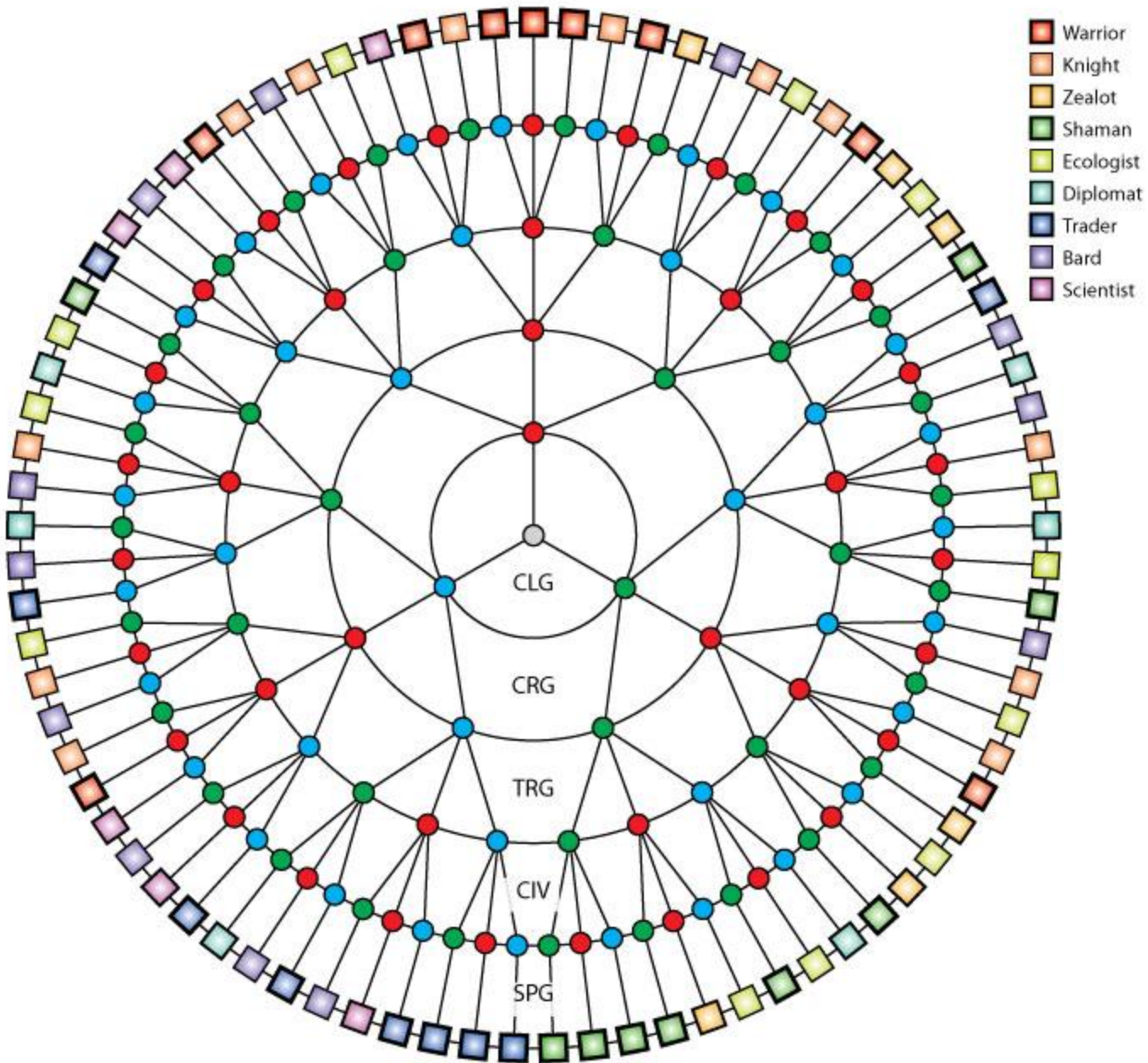
CIV GAME

| | CIV: UNPLAYED | | | | CIV: MILITARY | | | | CIV: ECONOMIC | | | | CIV: RELIGIOUS | | | | | | |
|-------|---------------|-----------|-----------|-----------|---------------|-------|------|-----------|---------------|-----------|-----------|-------|----------------|-----------|-----------|-----------|-----------|-----------|---------|
| | CREATURE GAME | | | | CREATURE GAME | | | | CREATURE GAME | | | | CREATURE GAME | | | | | | |
| Tribe | Cell | V | R | B | G | Tribe | Cell | V | R | B | G | Tribe | Cell | V | R | B | G | | |
| CELL | V | Wanderer | Warrior | Trader | Shaman | V | W | Warrior | Warrior | Scientist | Zealot | V | W | Trader | Scientist | Trader | Diplomat | Shaman | |
| | R | Warrior | Warrior | Scientist | Zealot | V | R | Warrior | Warrior | Scientist | Zealot | V | R | Scientist | Scientist | Scientist | Wanderer | Zealot | |
| | B | Trader | Scientist | Trader | Diplomat | V | B | Scientist | Scientist | Scientist | Wanderer | V | B | Trader | Scientist | Trader | Diplomat | Diplomat | |
| | G | Shaman | Zealot | Diplomat | Shaman | V | G | Trader | Zealot | Wanderer | Zealot | V | G | Diplomat | Wanderer | Diplomat | Shaman | Shaman | |
| CELL | V | Warrior | Warrior | Scientist | Zealot | R | V | Warrior | Warrior | Scientist | Zealot | R | V | Scientist | Scientist | Scientist | Wanderer | Zealot | |
| | R | Warrior | Warrior | Scientist | Zealot | R | R | Warrior | Warrior | Warrior | Warrior | R | R | Warrior | Warrior | Warrior | Warrior | Warrior | Warrior |
| | B | Scientist | Scientist | Scientist | Wanderer | R | B | Scientist | Warrior | Scientist | Knights | R | B | Scientist | Scientist | Trader | Bard | Ecologist | |
| | G | Zealot | Zealot | Wanderer | Zealot | R | G | Zealot | Knights | Zealot | Zealot | R | G | Wanderer | Knights | Bard | Ecologist | Shaman | |
| CELL | V | Warrior | Warrior | Scientist | Zealot | B | V | Trader | Scientist | Trader | Diplomat | B | V | Diplomat | Wanderer | Diplomat | Diplomat | Diplomat | |
| | R | Warrior | Warrior | Scientist | Zealot | B | R | Scientist | Warrior | Trader | Bard | B | R | Wanderer | Knights | Bard | Ecologist | Ecologist | |
| | B | Scientist | Scientist | Scientist | Wanderer | B | B | Scientist | Scientist | Trader | Bard | B | B | Diplomat | Bard | Trader | Diplomat | Diplomat | |
| | G | Zealot | Zealot | Wanderer | Zealot | B | G | Wanderer | Knights | Bard | Ecologist | B | G | Diplomat | Ecologist | Diplomat | Shaman | Shaman | |
| CELL | V | Warrior | Warrior | Scientist | Zealot | G | V | Zealot | Zealot | Wanderer | Zealot | G | V | Shaman | Zealot | Diplomat | Shaman | Shaman | |
| | R | Warrior | Warrior | Scientist | Zealot | G | R | Zealot | Warrior | Knights | Zealot | G | R | Zealot | Zealot | Ecologist | Ecologist | Shaman | |
| | B | Scientist | Scientist | Scientist | Wanderer | G | B | Wanderer | Knights | Bard | Ecologist | G | B | Diplomat | Ecologist | Diplomat | Shaman | Shaman | |
| | G | Zealot | Zealot | Wanderer | Zealot | G | G | Zealot | Zealot | Ecologist | Ecologist | G | G | Shaman | Shaman | Shaman | Shaman | Shaman | |

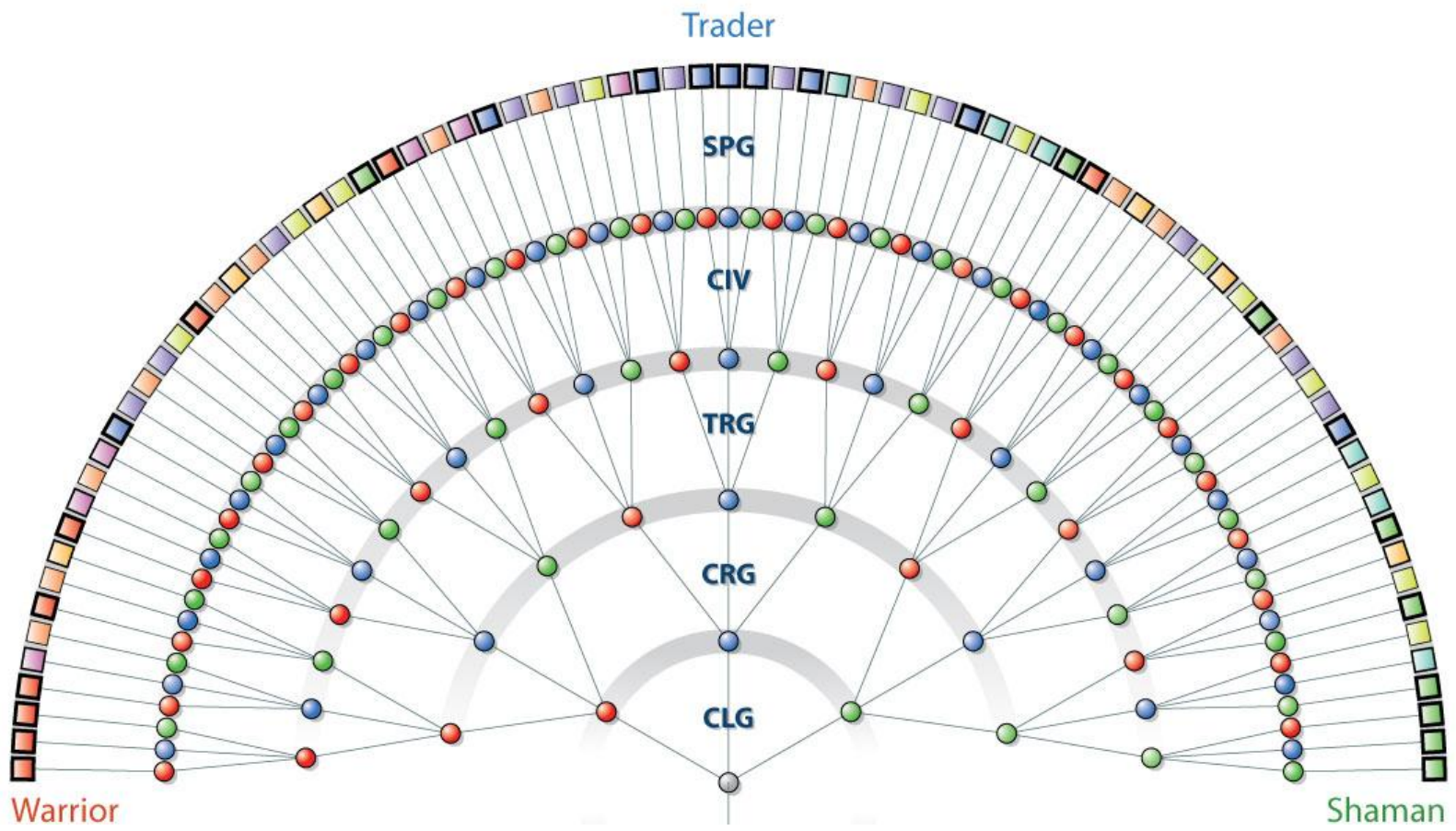
| | |
|-----------|---------|
| Wanderer | 25 |
| Warrior | 23 |
| Trader | 23 |
| Shaman | 23 |
| Scientist | 42 |
| Zealot | 42 |
| Diplomat | 42 |
| Ecologist | 12 |
| Knights | 12 |
| Bard | 12 |
| Highlight | Warrior |



| | | | |
|---|---|---|---|
| 3 | 4 | 0 | 0 |
| 4 | 8 | 1 | 1 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 0 | 0 |



- Warrior
- Knight
- Zealot
- Shaman
- Ecologist
- Diplomat
- Trader
- Bard
- Scientist



Calculating Space Game Archetypes

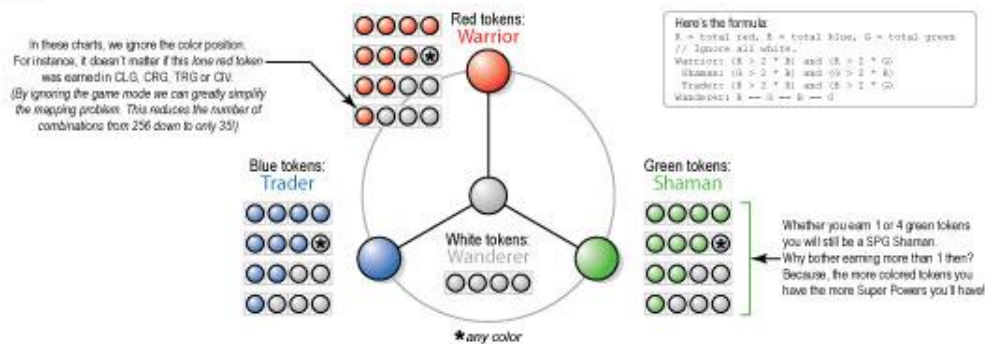
- 1 When you complete a game mode you earn a "token". (These tokens will show up on your Sporepedia card.) Your tokens will determine your SPG Archetype when you enter into SPG. Tokens come in 4 colorful flavors:



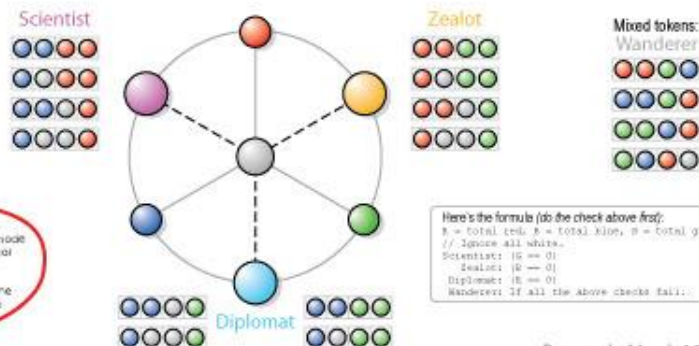
- 2 When you start a new creature it has 4 white tokens by default. As you play through CLG, CRG, TRG and CIV you will replace your default white tokens with red, blue and/or green tokens. You can only earn 1 token per game mode.



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

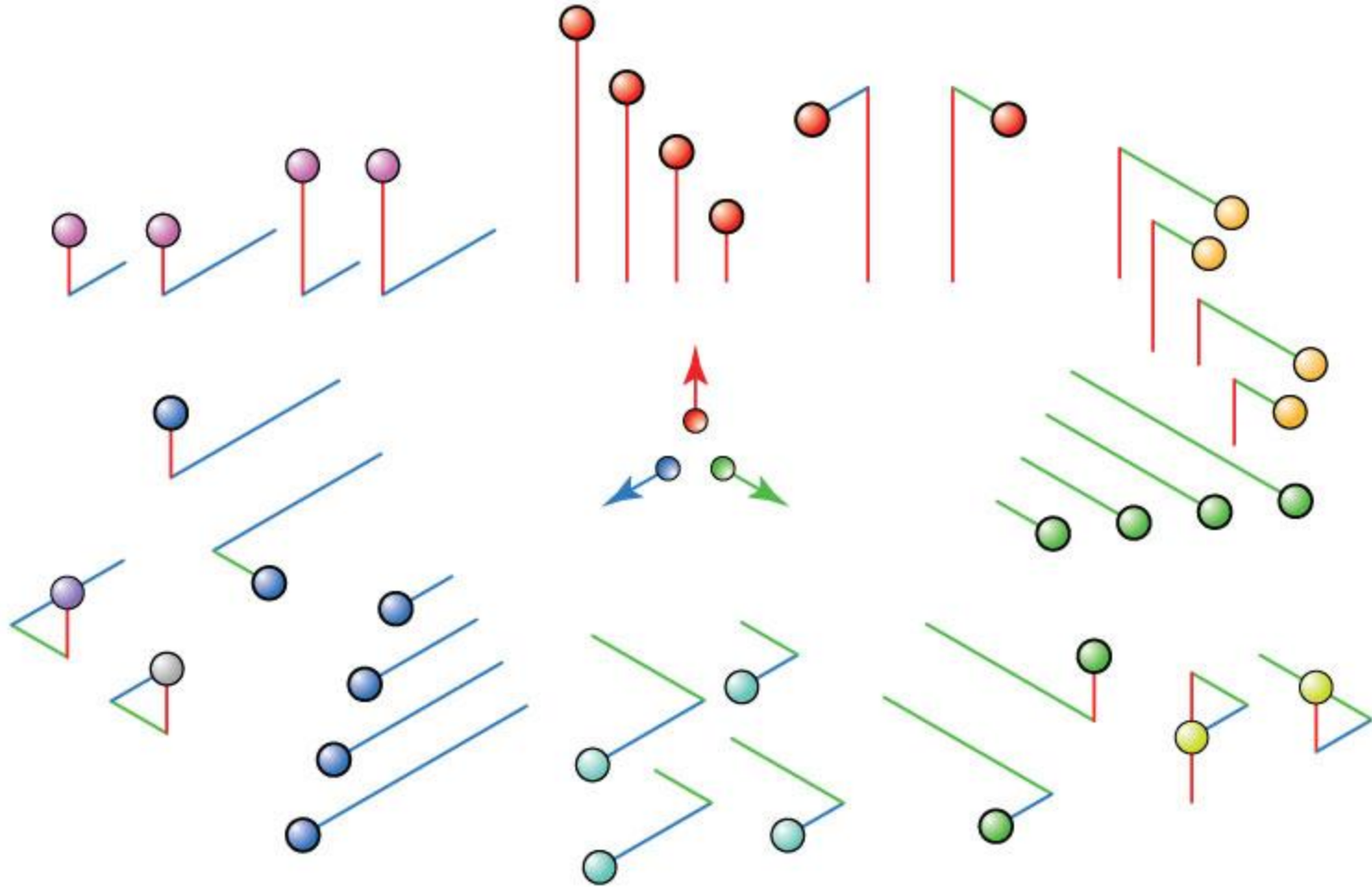


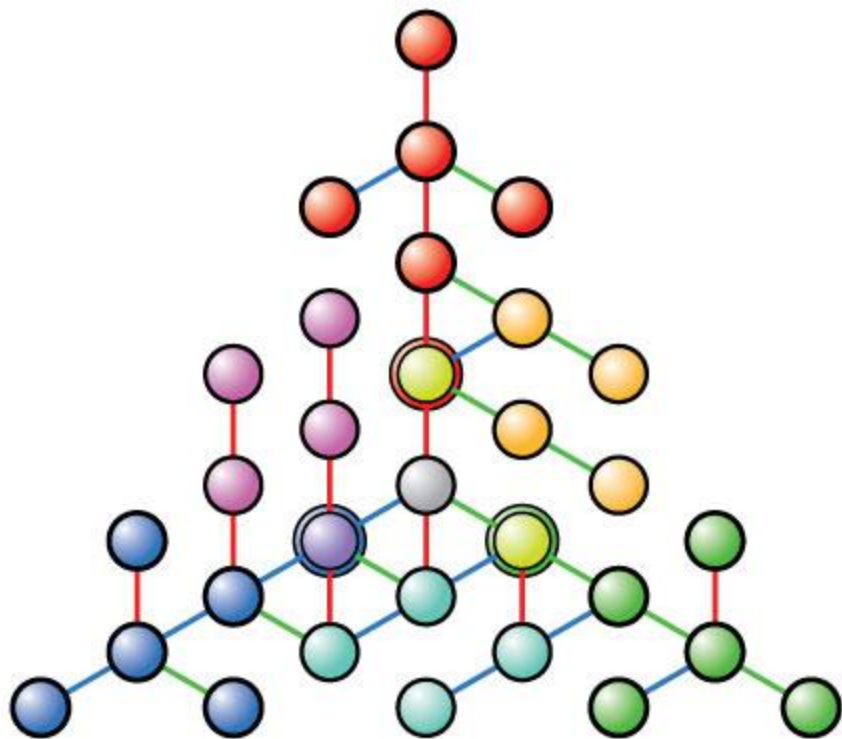
- 4 Collect 2 colors to move towards a secondary trait. If you have a mixture of all 3 colors you will become a Wanderer.

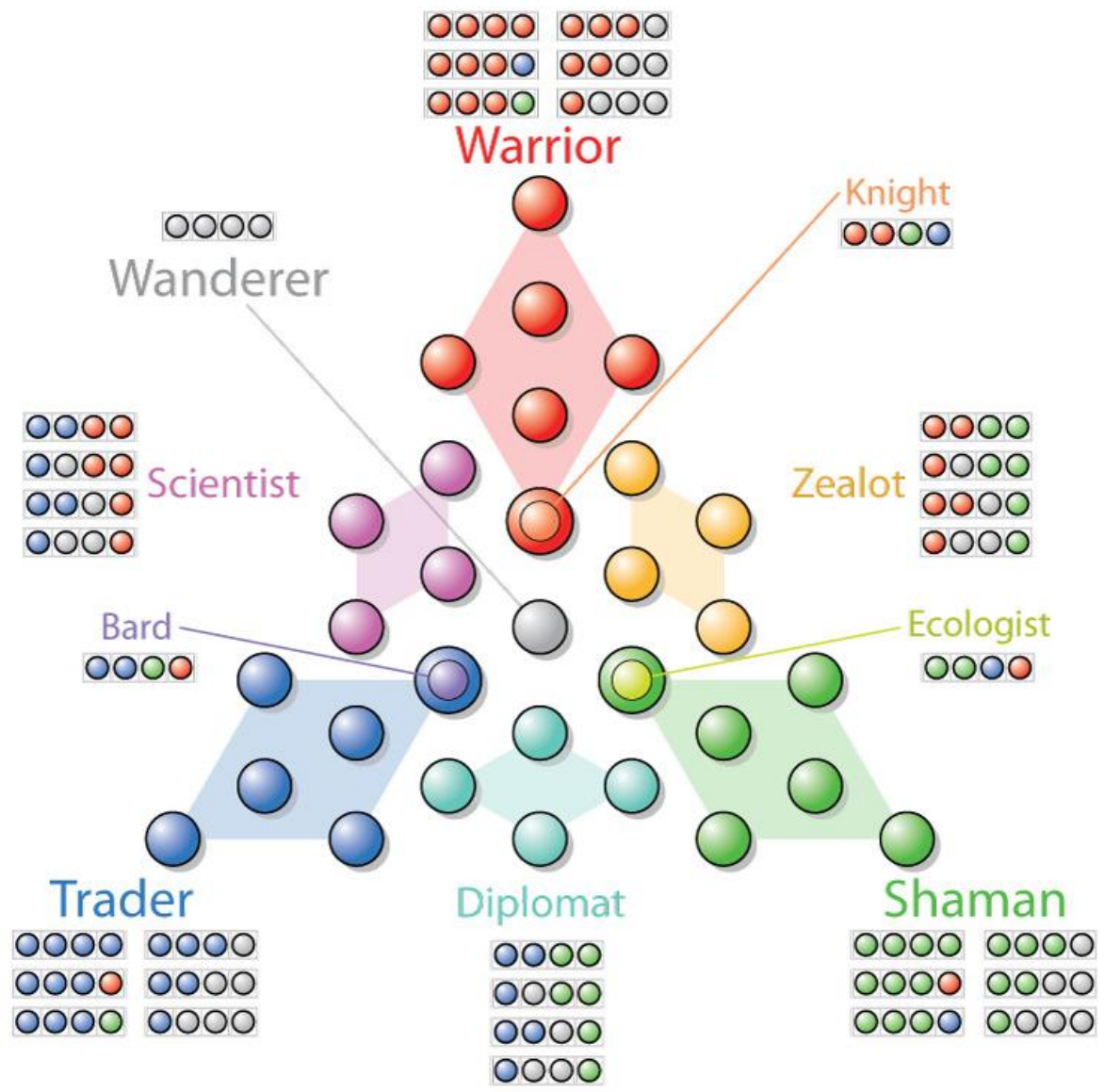


FUN FACTS!

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 36 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

| | | | |
|---|---|---|---|
| ● | ● | ● | ● |
|---|---|---|---|

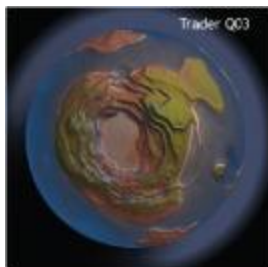
 or

| | | | |
|---|---|---|---|
| ● | ● | ● | ● |
|---|---|---|---|

 equals Trader. Ending with ● = Warrior and ending with ● = Shaman.

Benefits

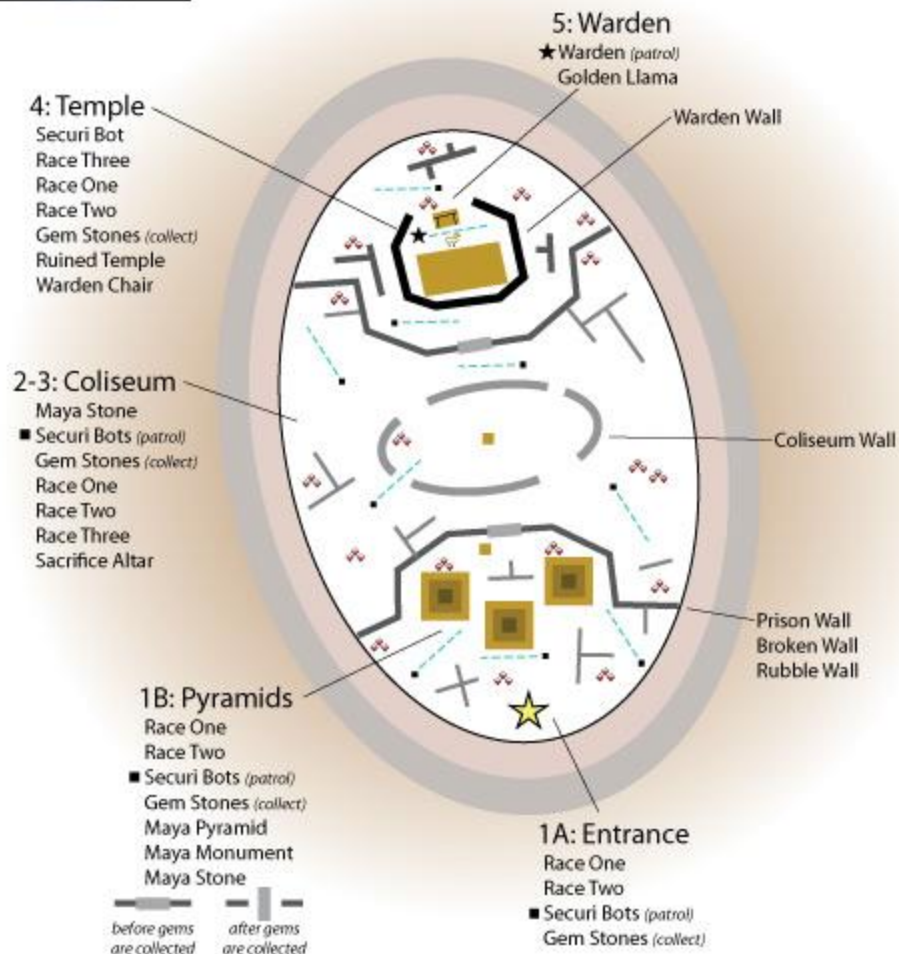
- **Team**
 - Easy to share designs across team
 - Make sure the designs are seen
 - Hand out pencils and encourage participation



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

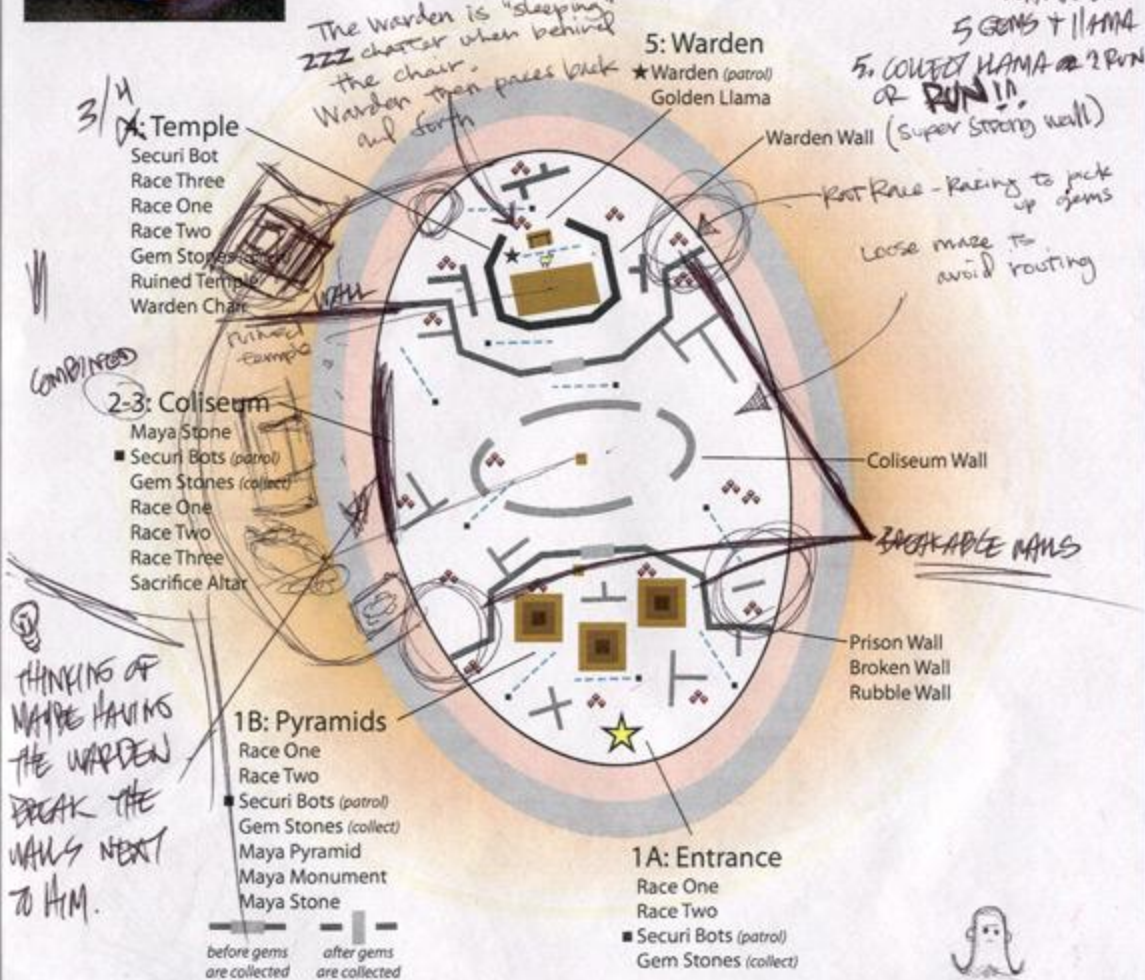
Jan. 11, 2009



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

- ▶ Golden Llama

- ▶ MOVE TO EXTRACTION POINT

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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!

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