

Mapping the Design of

UNCHARTED 2

AMONG THIEVES

The Making and Playing of the Game

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NAUGHTY DOG



June 9-10-11
2010 MADISON WISCONSIN 6.0

MAPPING THE DESIGN OF
UNCHARTED 2
AMONG THIEVES

Analysis

- Narrative
- Gameplay
- Design
- Development
- Literacy
- Mastery



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Why?

- In-Depth Close “Reading”
- Critique & Analysis
- Gameplay Experience
- Meaning & Value



MAPPING THE DESIGN OF

UNCHARTED²
AMONG THIEVES

Full Disclosure

- Played the game 2+ times
- Played about 1/3 of 1st game
- Some GameFAQs
- Talked with Richard
- Spoiler Alert!



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Play

- Chapter 1
- A Rock and a Hard Place

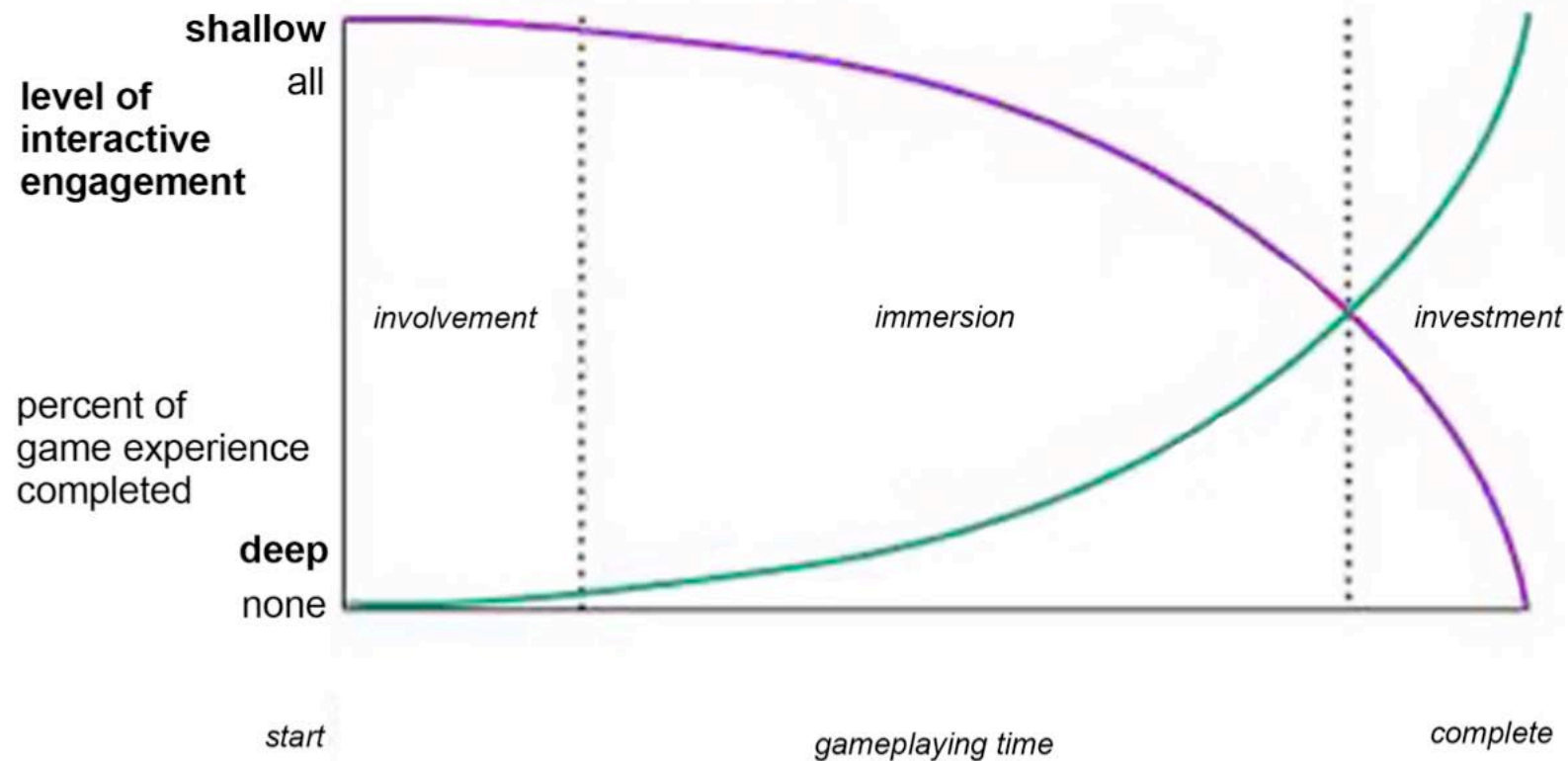
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Narrative



Gameplay



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Overall Experience

- Playing the Game
- Making the Game
- Throughline
- Becoming a Hero
- Gameplay
- In-Game Cut-Scenes



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Playing the Game

- 26 Chapters
- 14 Locales around the World
- Combat and Platforming
- Linear, @ 10-15 hours



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Play

- Chapter 2
- Breaking and Entering

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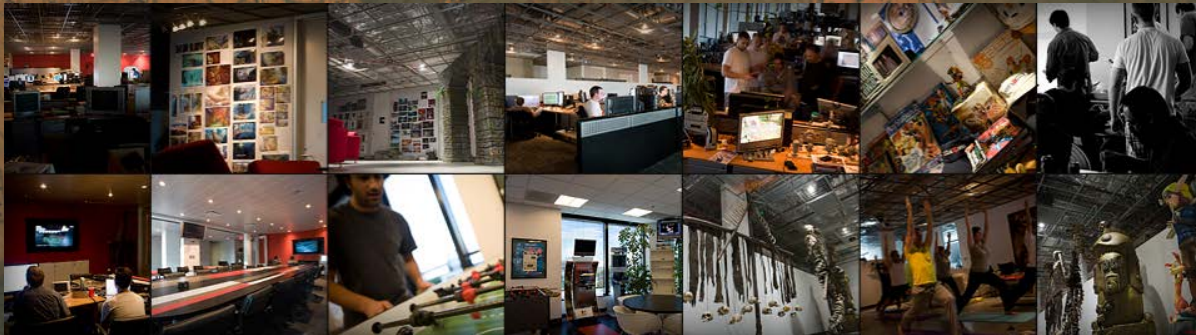
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Making the Game

- Naughty Dog
- Design and Development
 - Co-Lead Game Designer
- Fall 09 Release
- Tons of Awards



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The Game

- Sequel to *Uncharted: Drake's Fortune*
- Added Multiplayer
- Action-Adventure



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Throughline

- Among Thieves
 - Trust
- Becoming a Hero
 - Choices
- Adventure
 - Hollywood



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Platform

- Move through Space
- Explore Environment
- Solve Puzzles



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Play

- Chapter 5
- Urban Warfare

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Combat

- Hand to Hand
- Gunplay



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Play

- Chapter 6
- Desperate Times

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IGCs

- Cinematic Set Pieces
- Dynamic Object Traversal System
- Seamless Gameplay and Narrative



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Play

- Chapter 13
- Locomotion



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Among Thieves

- Developing Trust
- Relying on Each Other



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Play

- Chapter 16
- Where Am I?

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Becoming a Hero

- Performing heroic deeds
- Doing the right thing
- Saving the day
- Getting the girl



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Play

- Chapter 20
- Cat and Mouse

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Adventure

- In-Game Cut-Scenes
- Dynamic Object Traversal System
- High Flying Hollywood Style



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Play

- Chapter 24 & 25
- The Road to Shambhala
- Broken Paradise

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MAPPING THE DESIGN OF

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AMONG THIEVES

Literacy & Mastery

- Interpret & Analyze
- Design & Develop
- Narrative & Gameplay
- Flow & Meaning



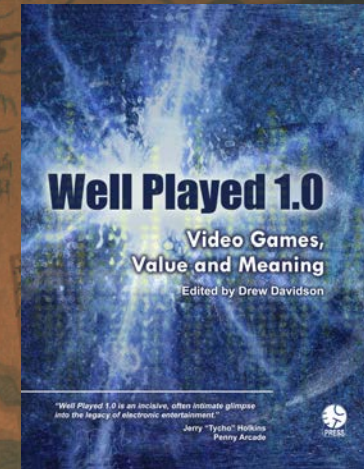
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Well Played

- In Both Senses
- Ludic Narrans
- Performance of Play
- Well Played 1.0, 2.0, 3.0
- <http://etc.cmu.edu/etcpress/>



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Thanks!

- Questions?



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