A SENSE OF WONDER THROUGH PLANES OF REALITY

PLAYING GOROGOA

DREW DAVIDSON

WELL PLAYED

- WELL READ & WELL MADE
- ANALYSIS & CRITICISM
- GAMEPLAY & NARRATIVE
- DESIGN & DEVELOPMENT
- LITERACY & MASTERY

GOROGOA

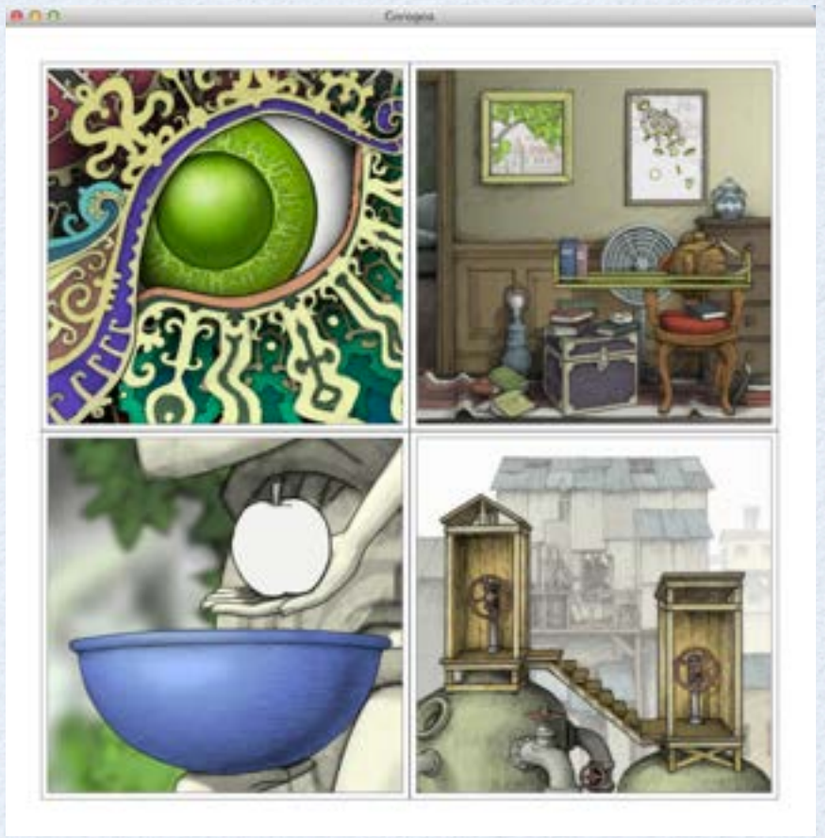
- A TILED ADVENTURE/PUZZLE GAME
- INDIECADE 2012
- DEMO
  - WORK IN PROGRESS (PC & MAC)

Making the Game

- Indie
  - Jason Roberts
- Visual Design Award
  - IndieCade 2012
- Tentative Target Release
  - Late 2013 / Early 2014

PLAYING THE GAME

- EXPLORE THE WORLD
- INDIRECT CONTROL
- LAYERED TILES
- PLANES OF REALITY



FULL DISCLOSURE

- PLAYED THE DEMO DOZENS OF TIMES
- SEVERAL HOURS OF PLAY
- INDIECADE 2012
  - KNOW THE DEVELOPER
  - WELL PLAYED SESSION - CHRIS BELL
- SPOILER ALERT!

PLAY!

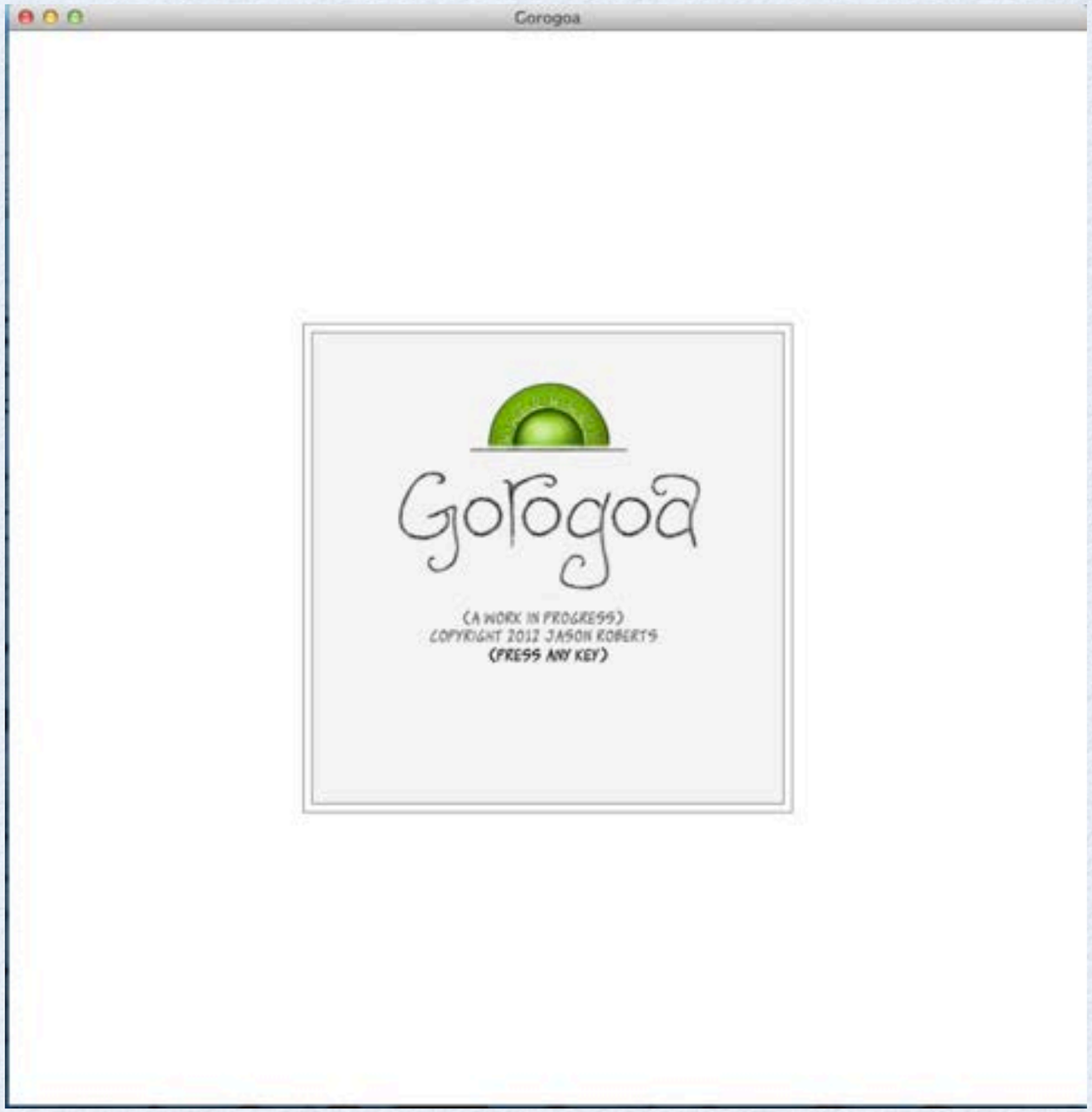
- PLAY THROUGH DEMO

PLANES OF REALITY

- ARTISTIC
  - FOREGROUND,MIDGROUND,BACKGROUND
- EXISTENTIAL
  - PHYSICAL,PERCEPTUAL,TRANSCENDENTAL

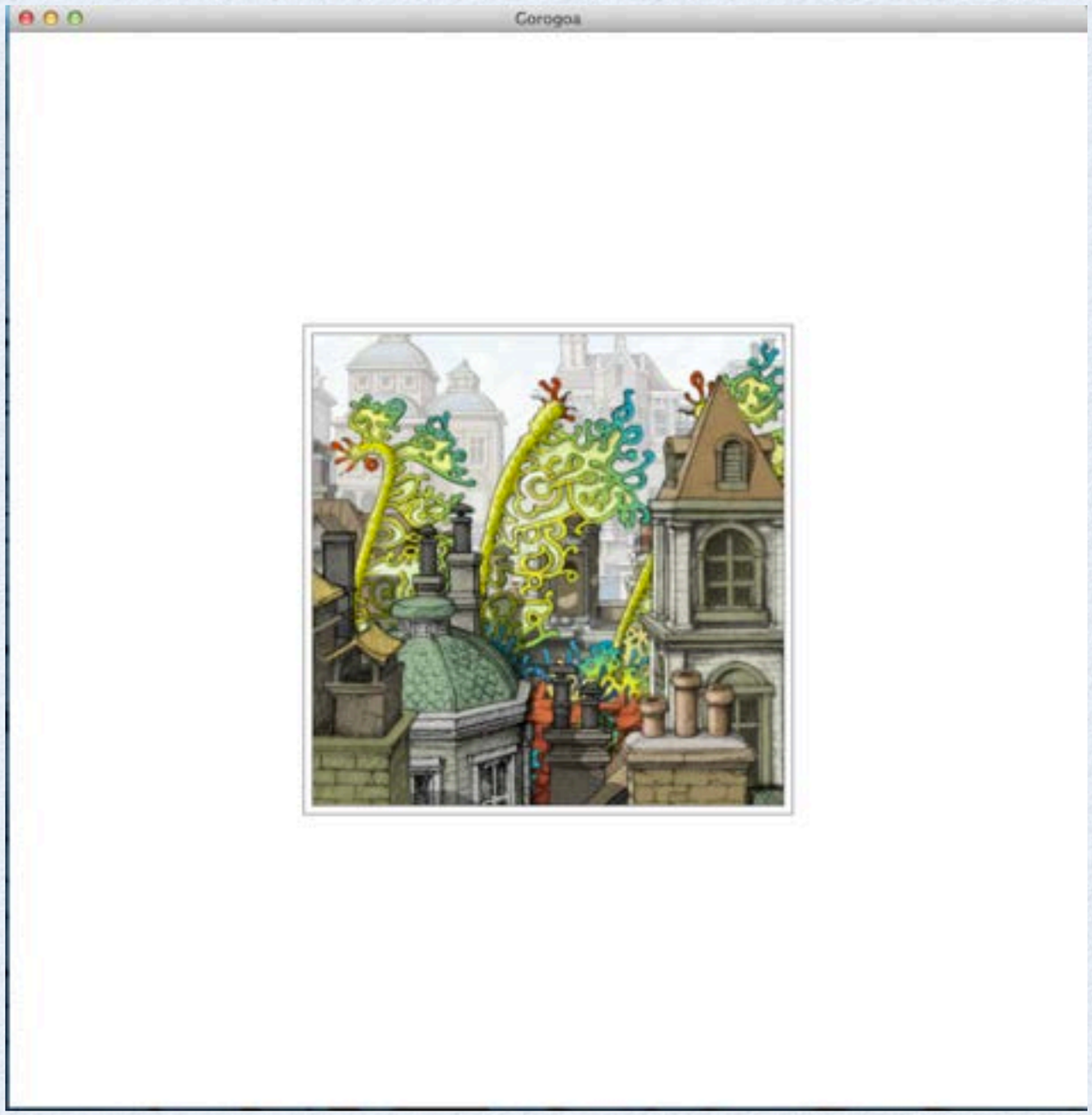
PLANE 0

- THE WORD



PLANE 1

- THE WORLD
  - REALITY?

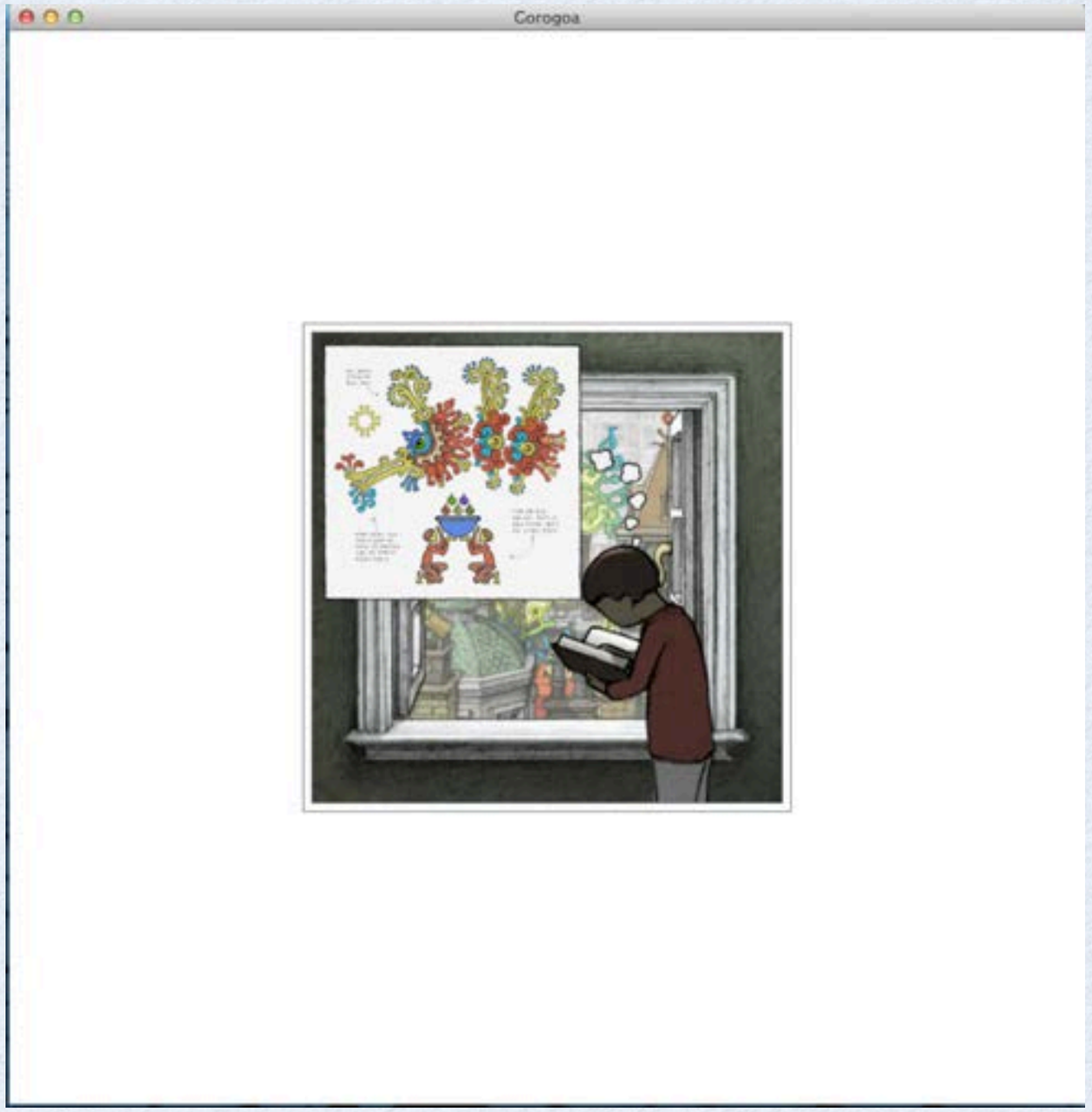


PLANE 2

- CURIOSITY

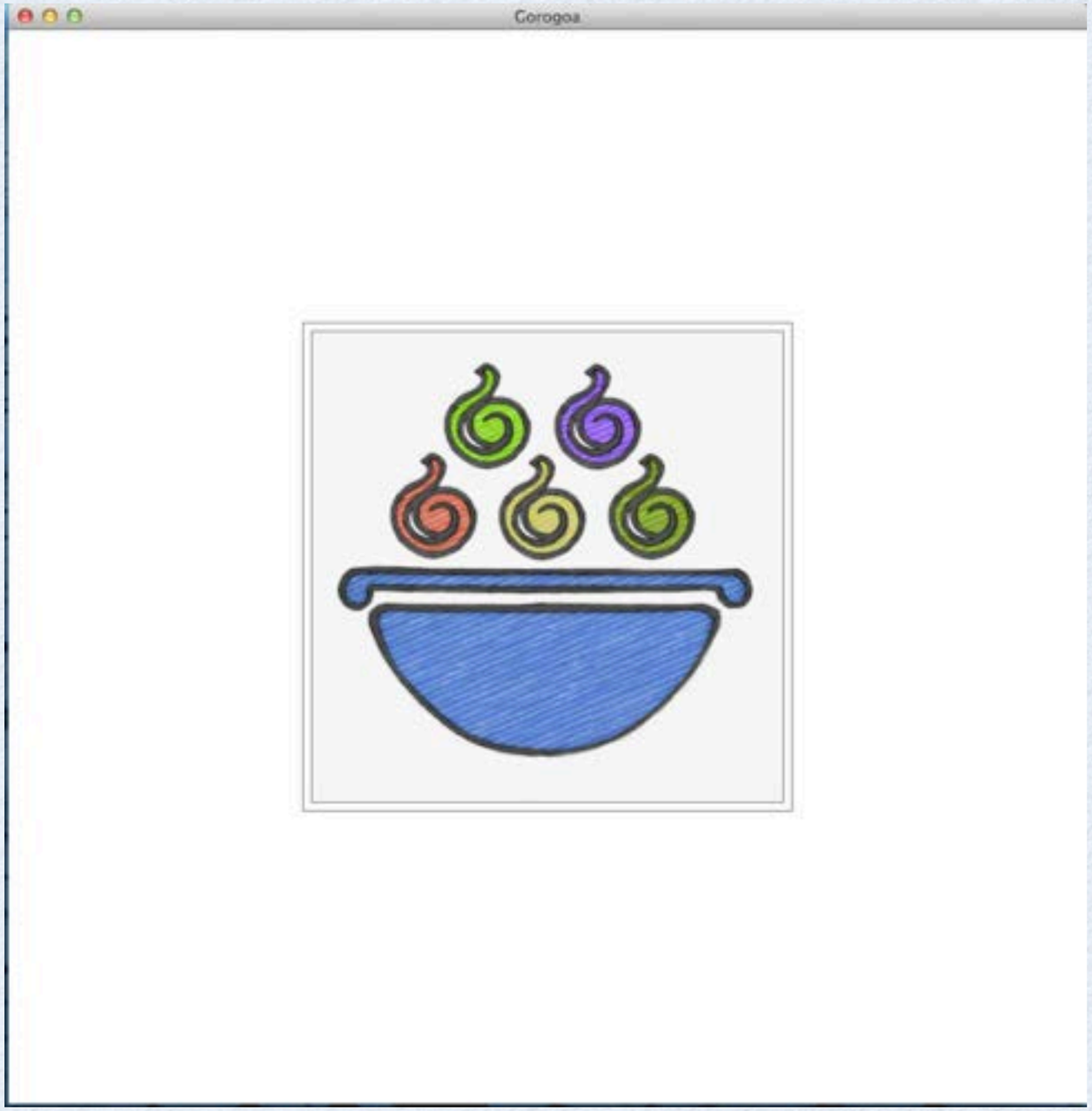
PLANE 3

- THOUGHTS
  - READING



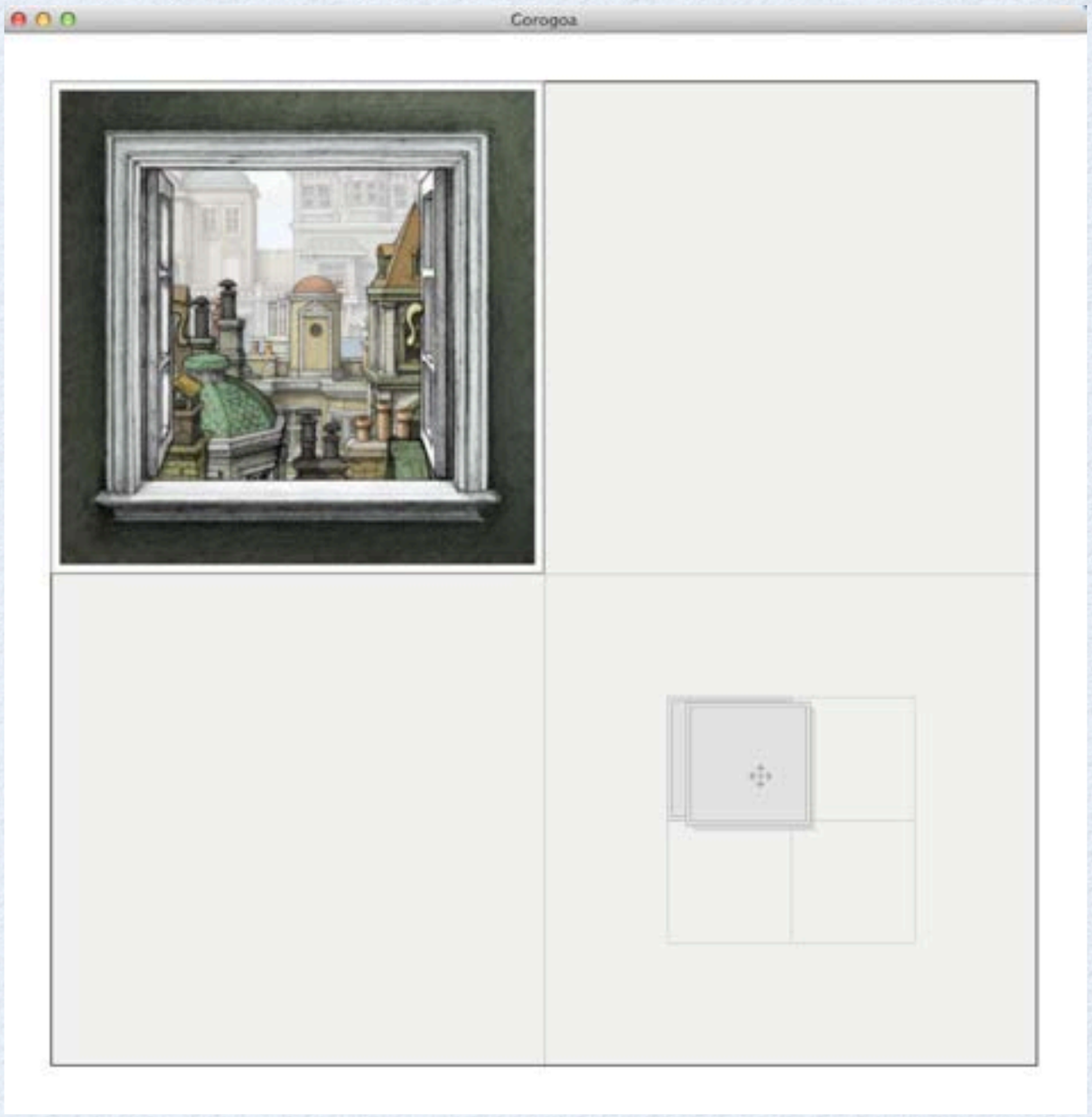
PLANE 4

- INTO THE PAGE



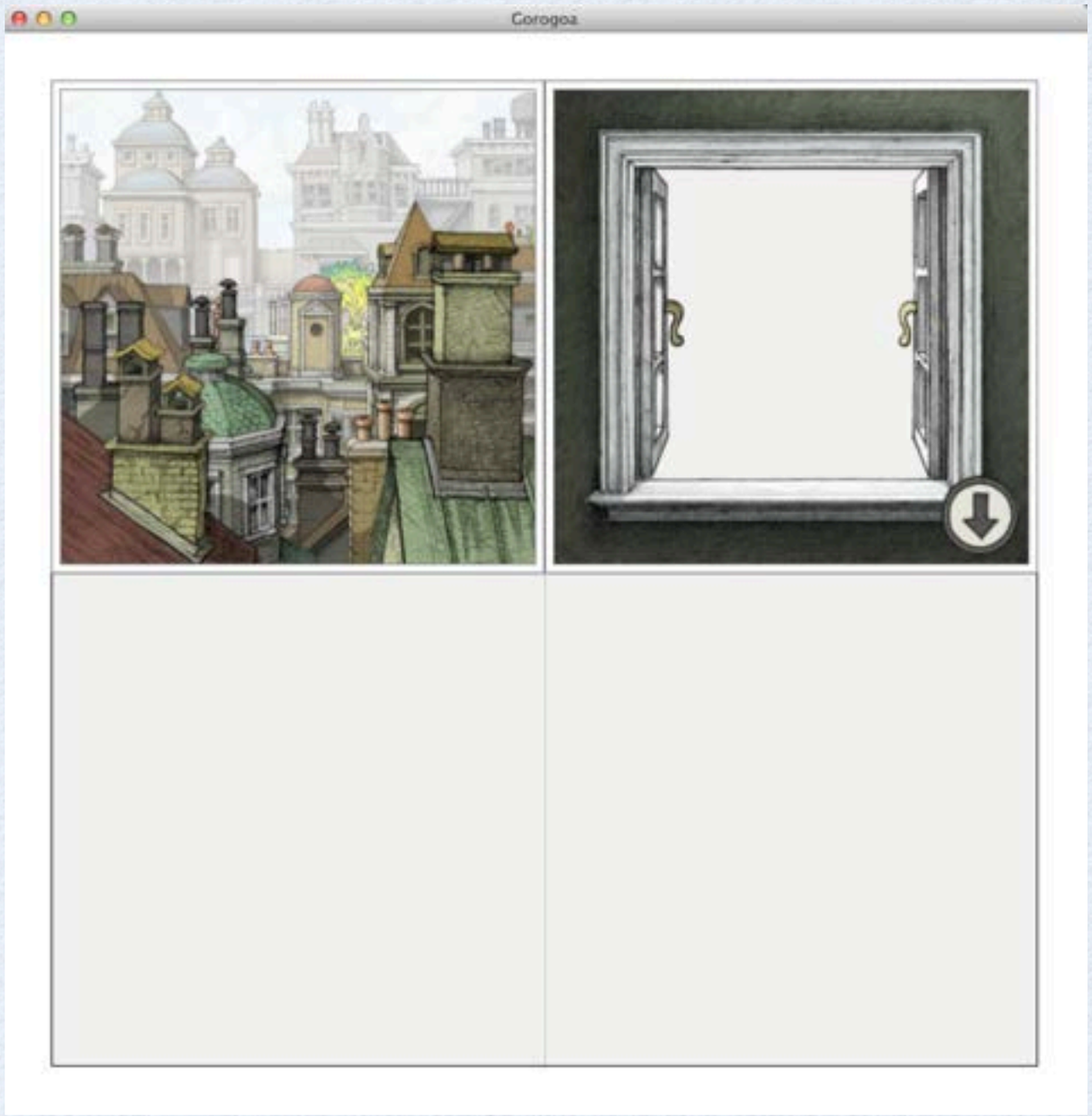
PLANE 5

- GRID OF TILES



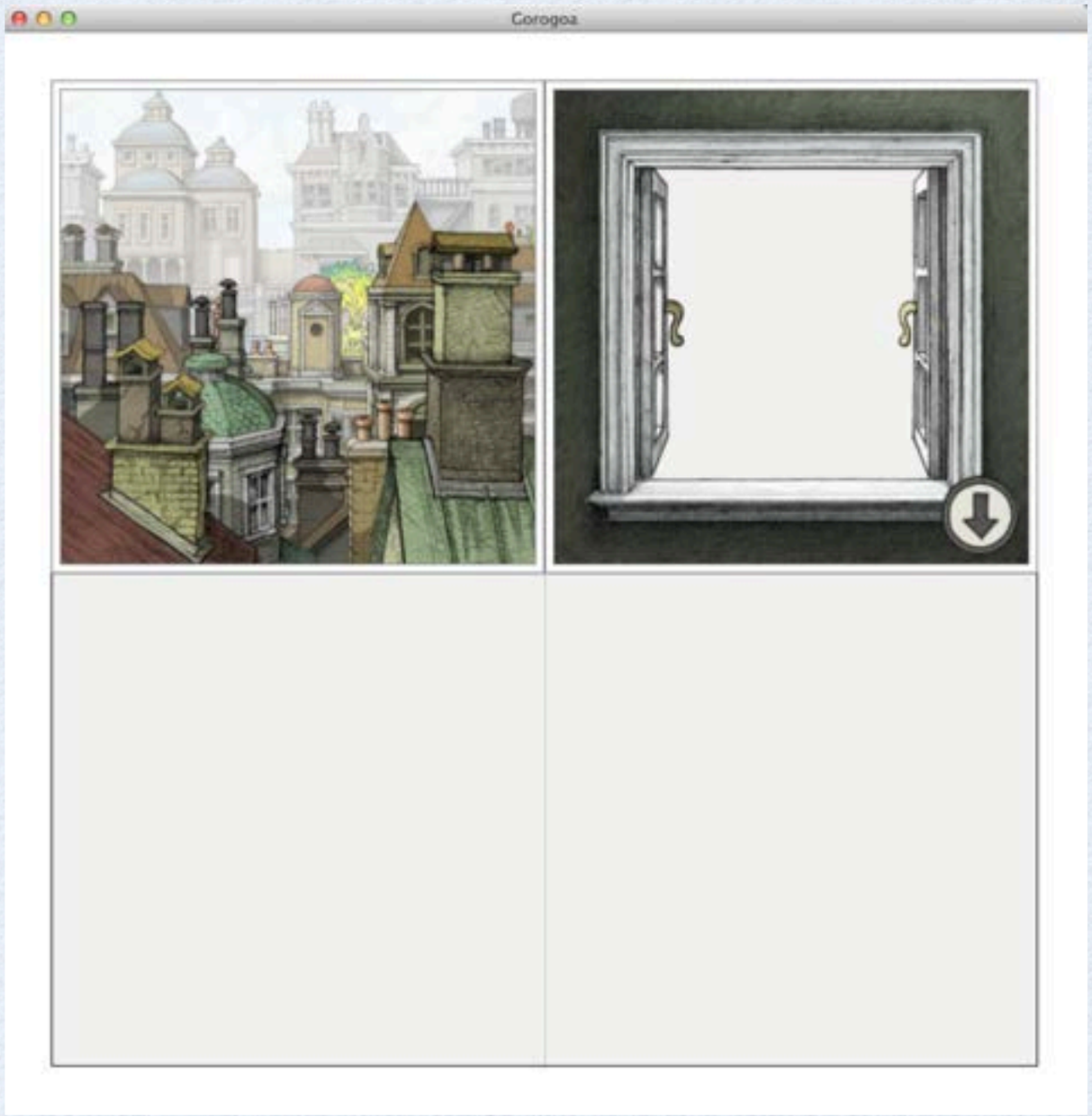
PLANE 6

- FOREGROUND SHIFT



PLANE 7

- ZOOM IN



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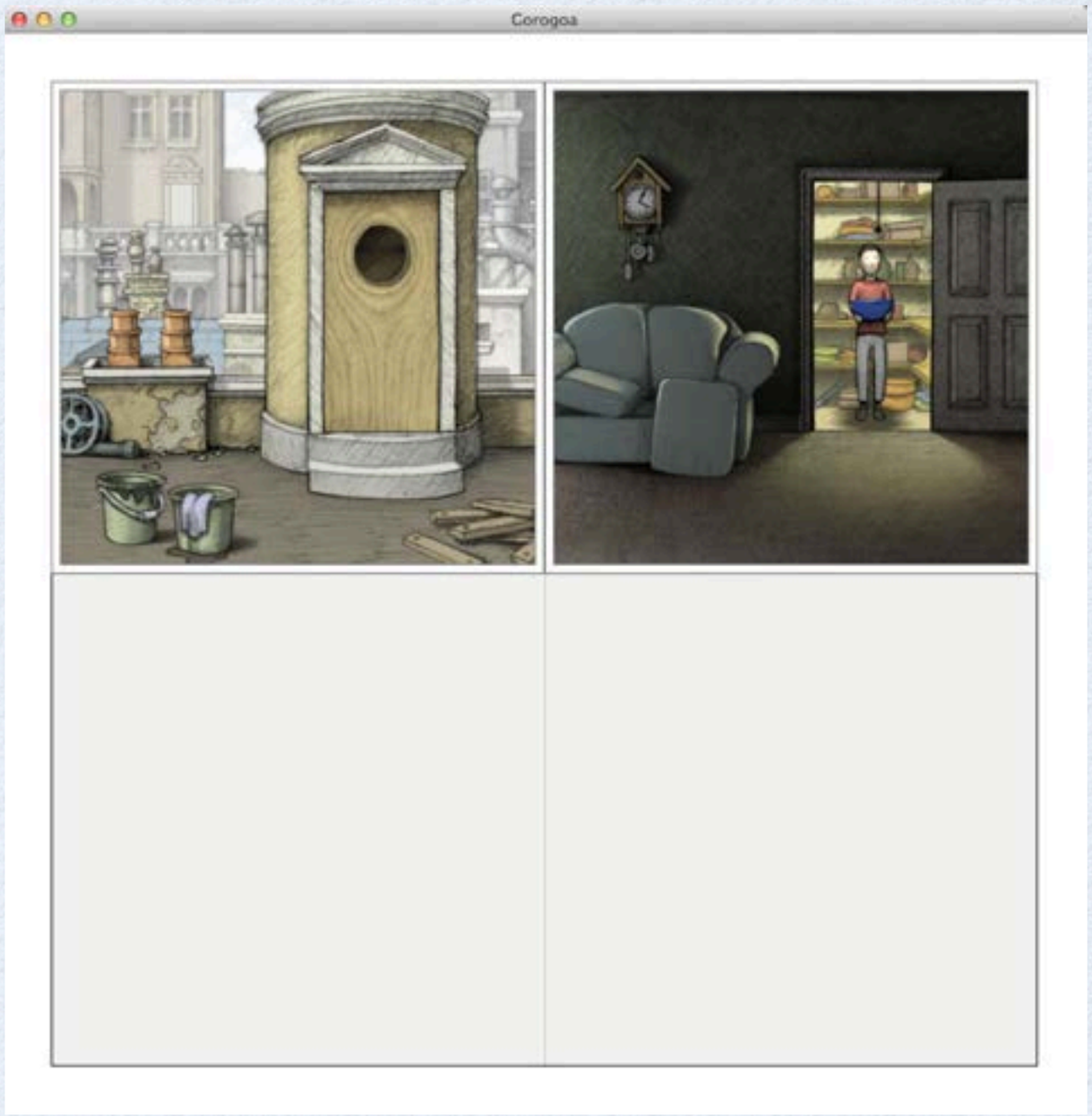
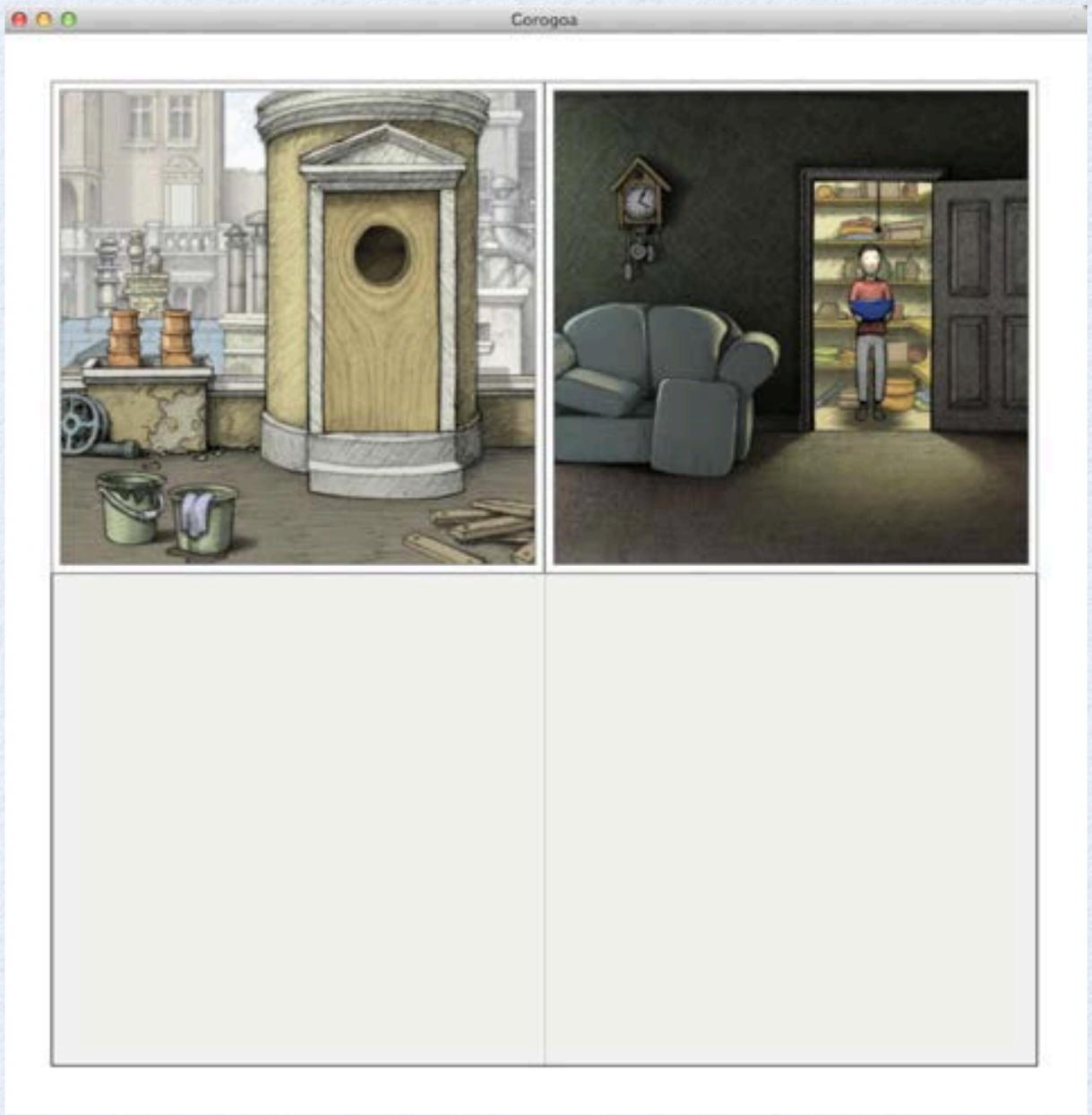


PLANE 8

- OVERLAP ON



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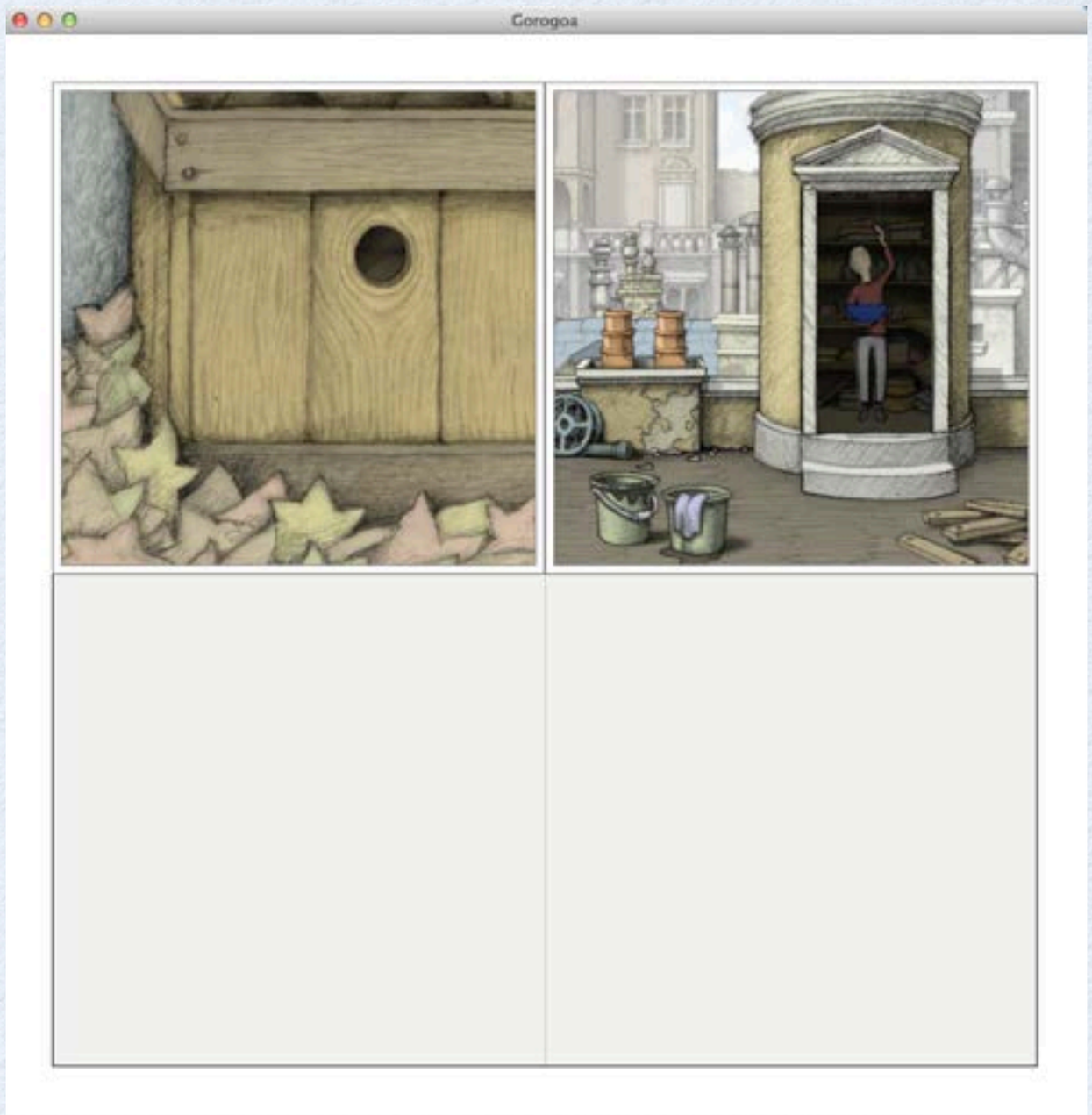

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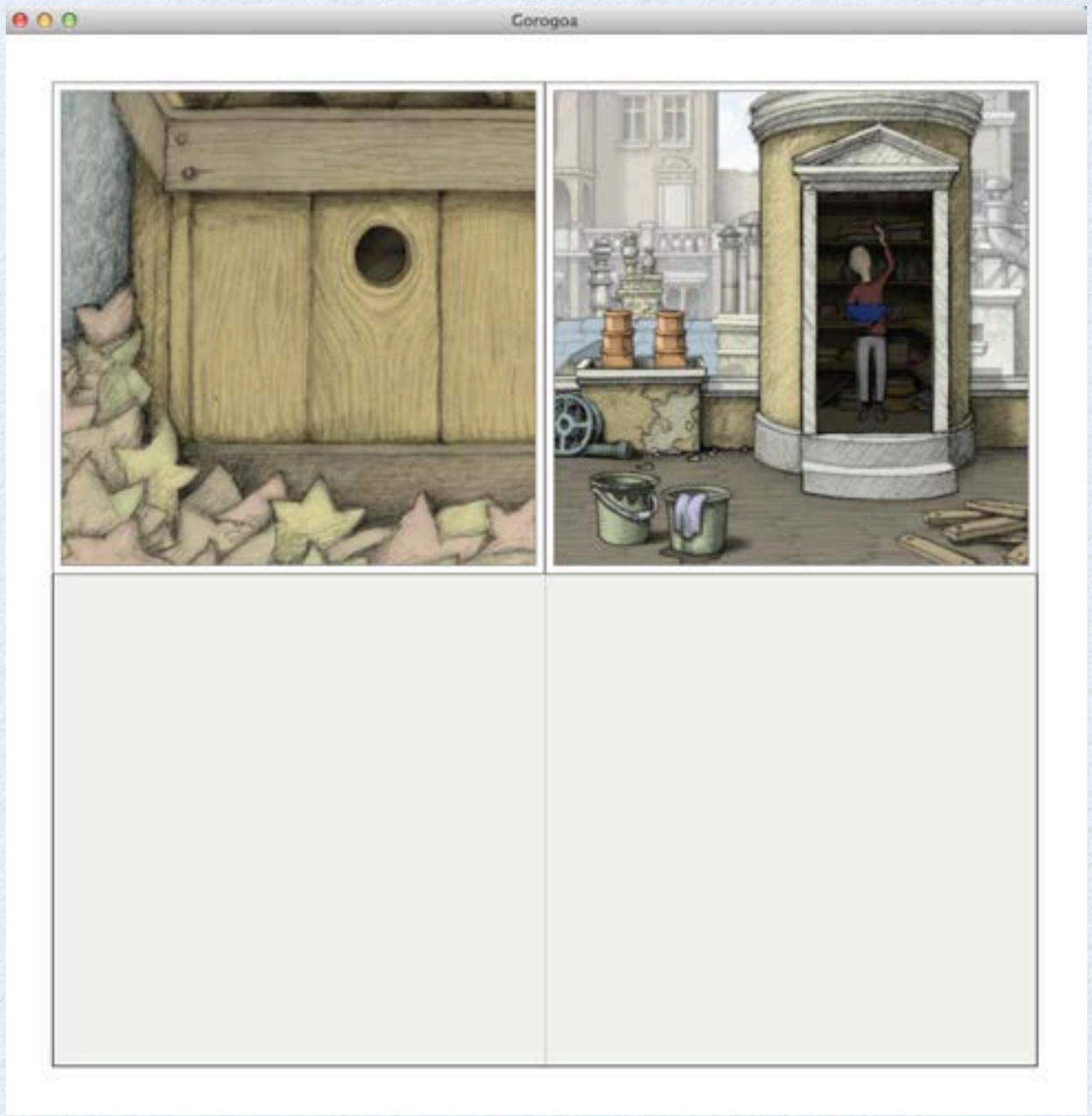
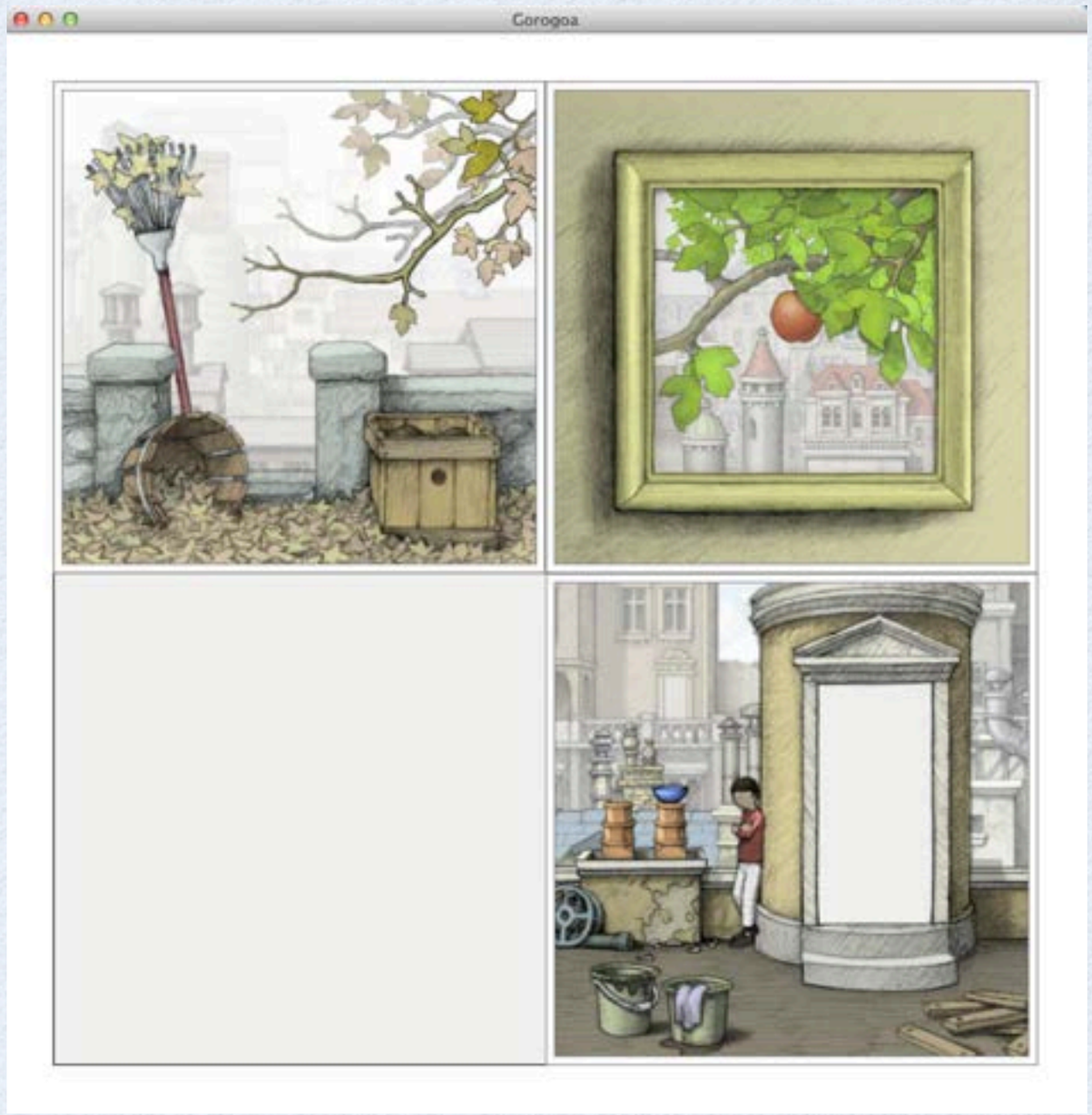
- ZOOM OUT



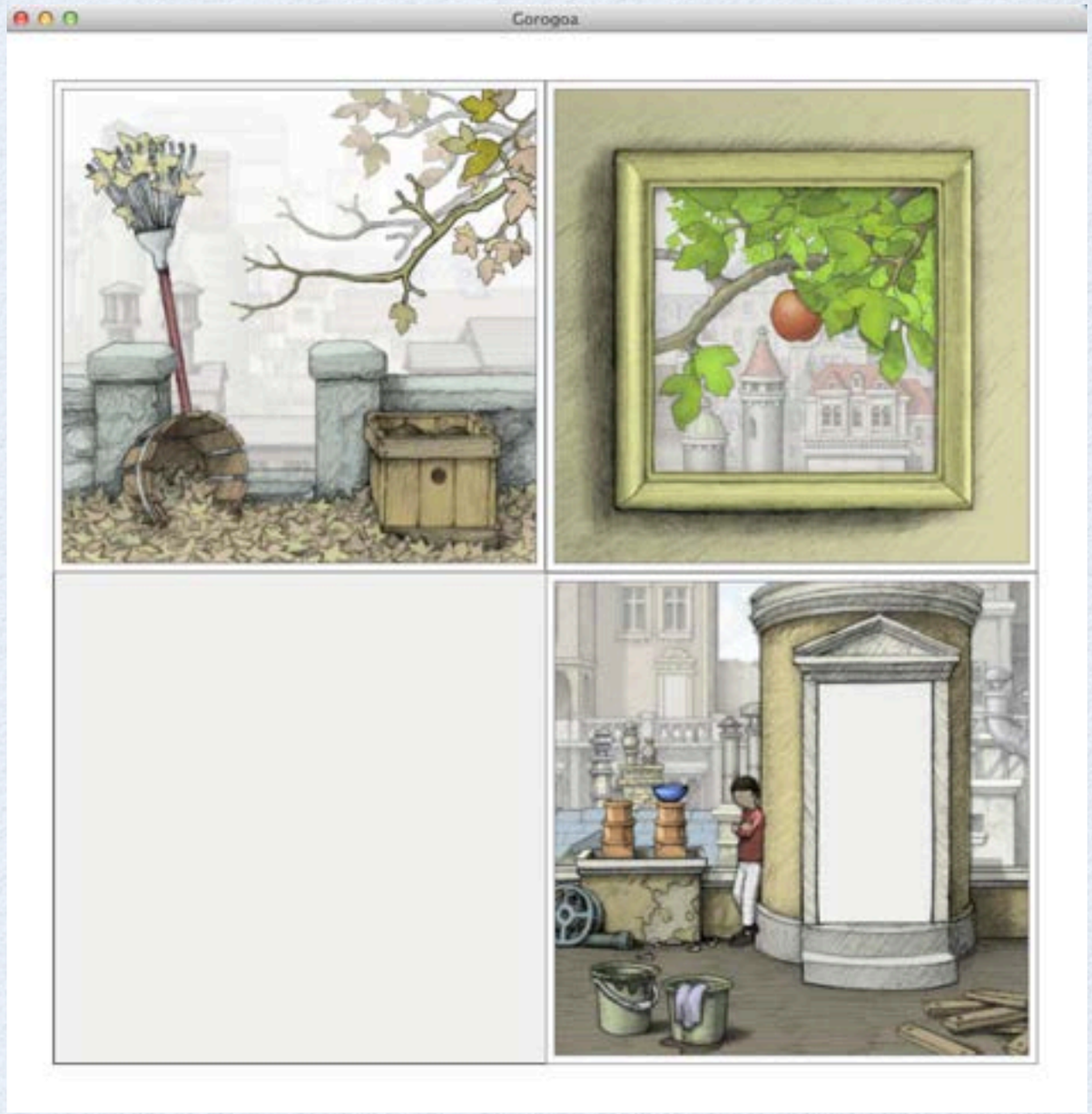
PLANE 9

- ZOOM OUT



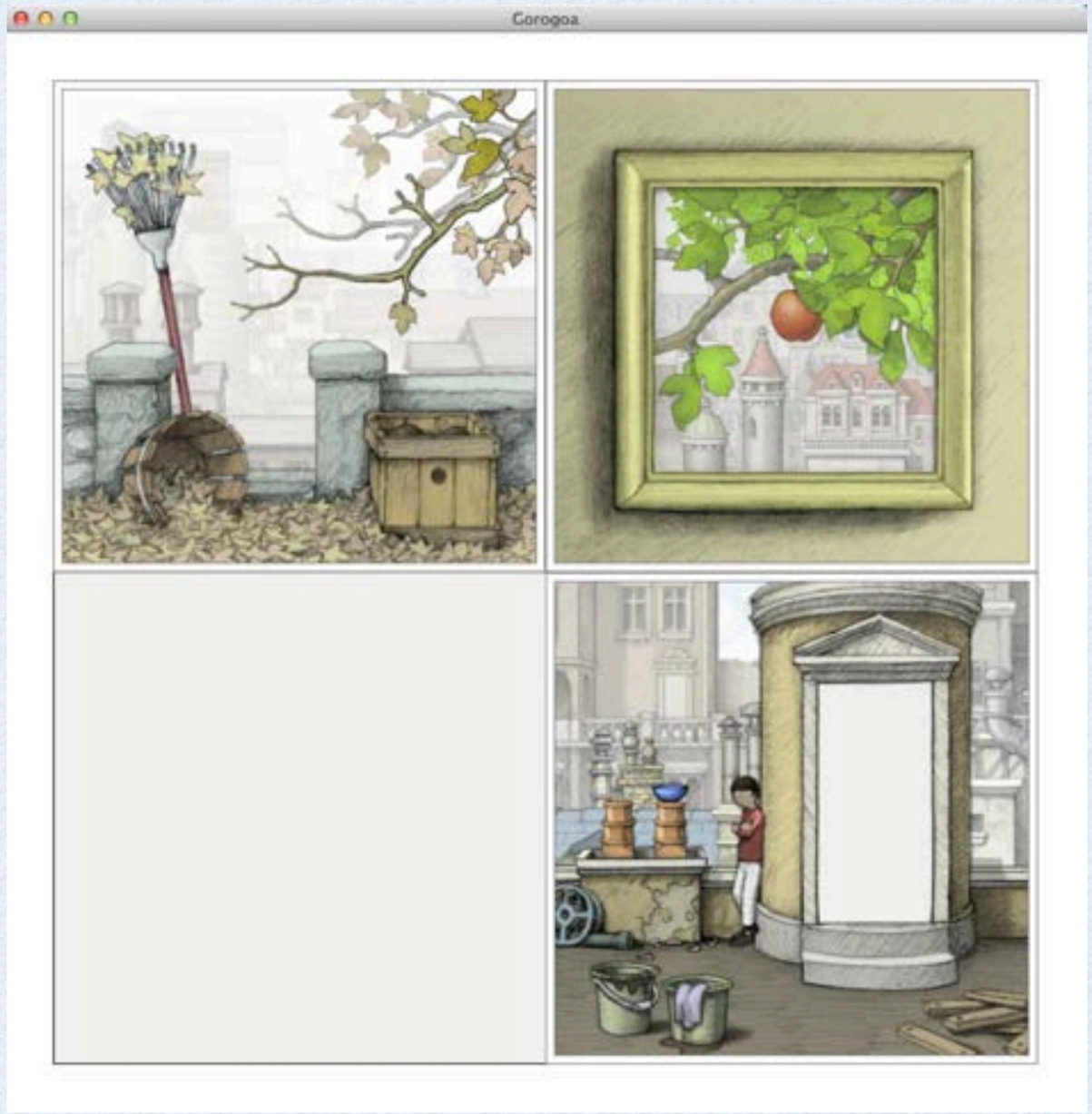
PLANE 10

- LEFT,RIGHT,UP,DOWN



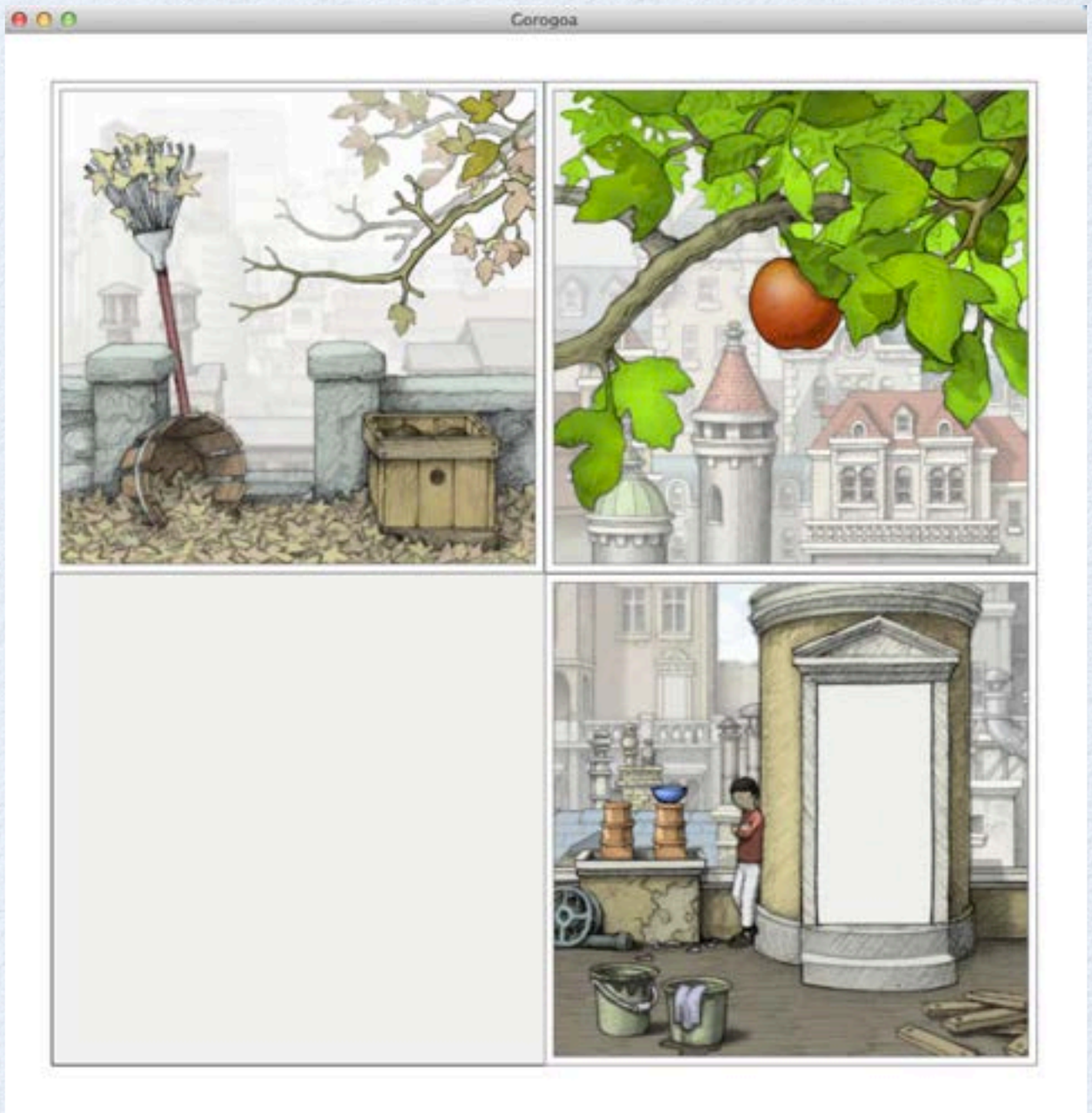
PLANE 11

- INTO THE IMAGE



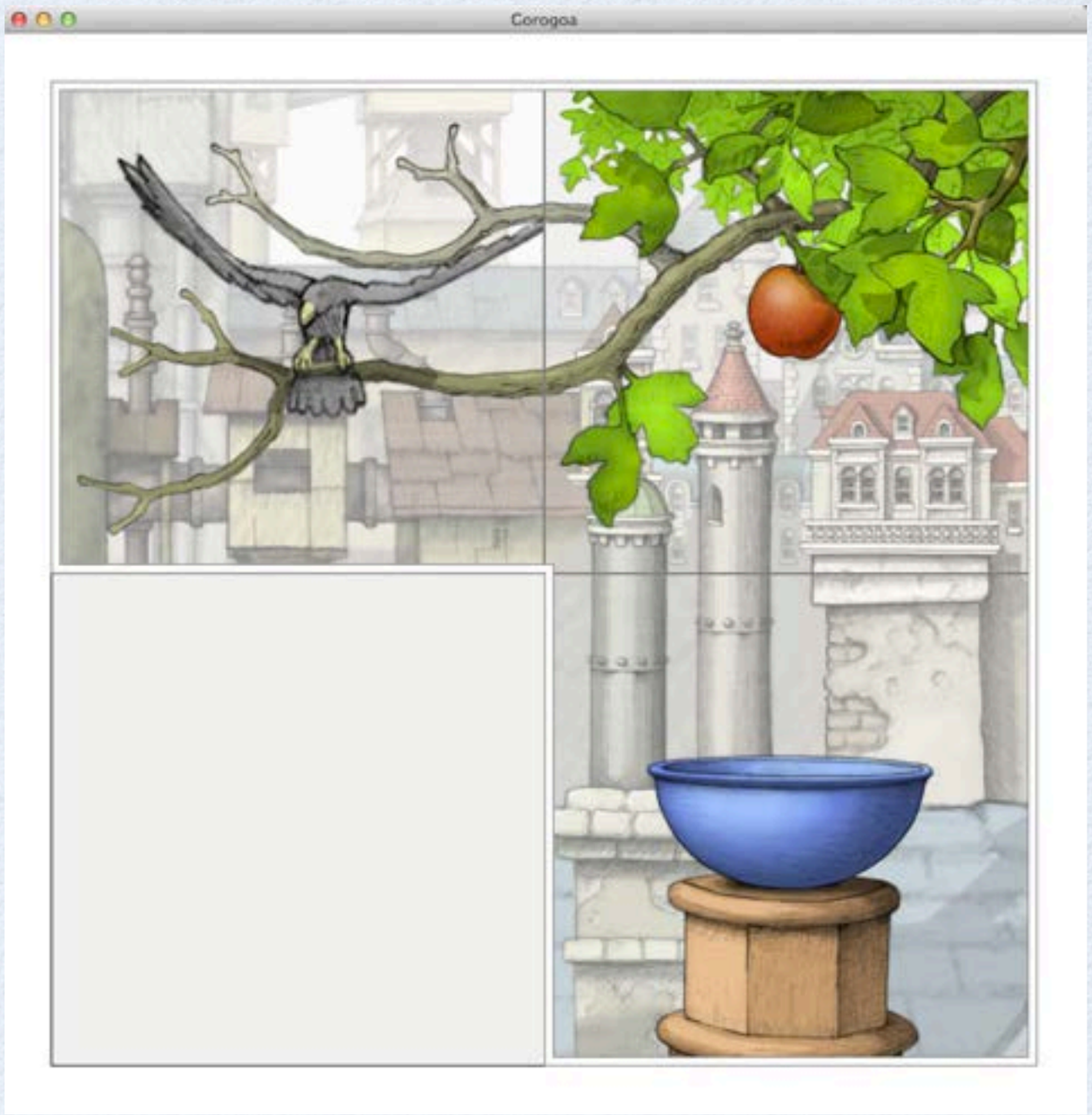
PLANE 11

- INTO THE IMAGE



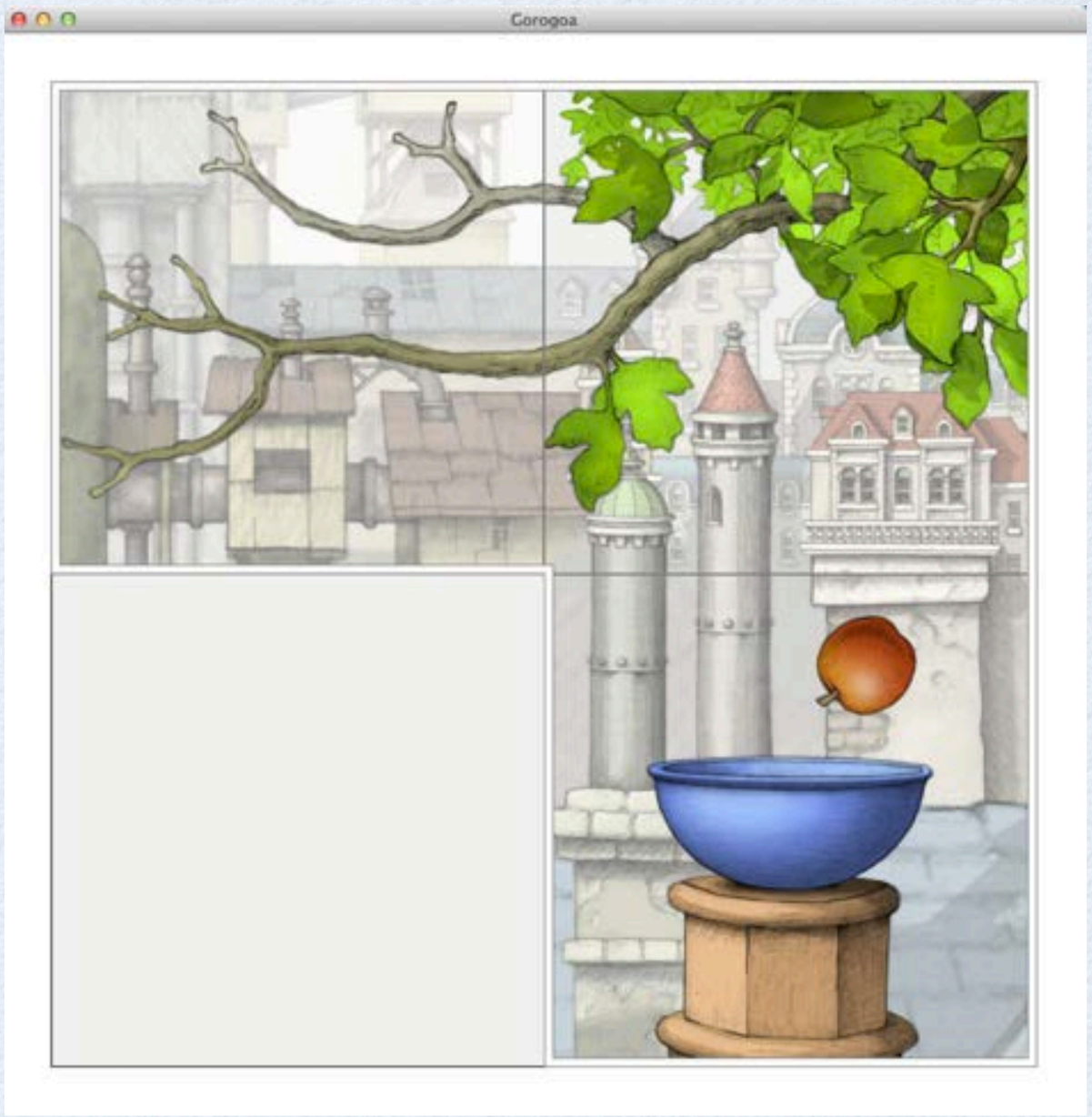
PLANE 12

- SYNCHRONOUS



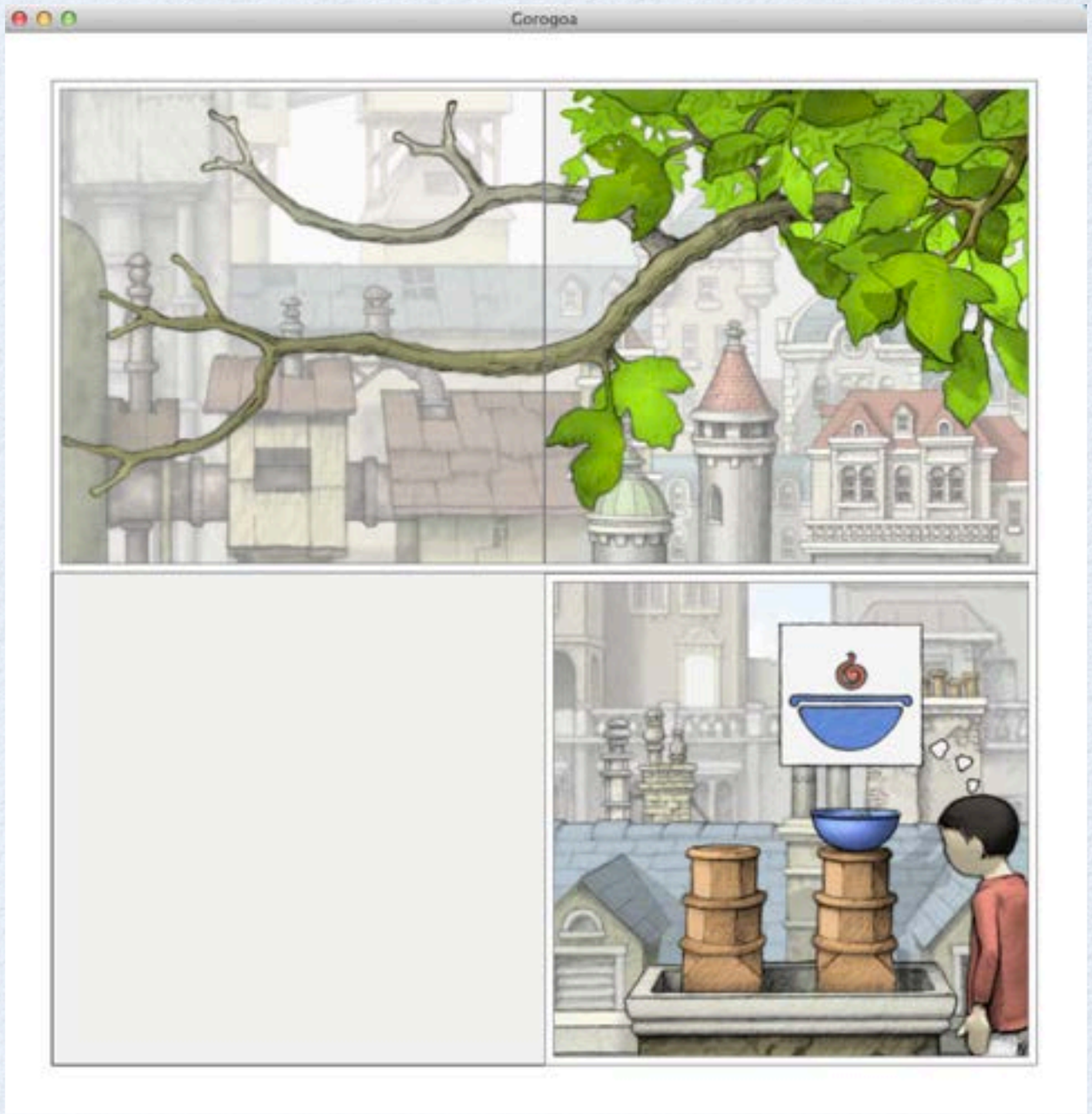
PLANE 12

- SYNCHRONOUS



PLANE 13

- TRANSMUTATION



PLANE 13

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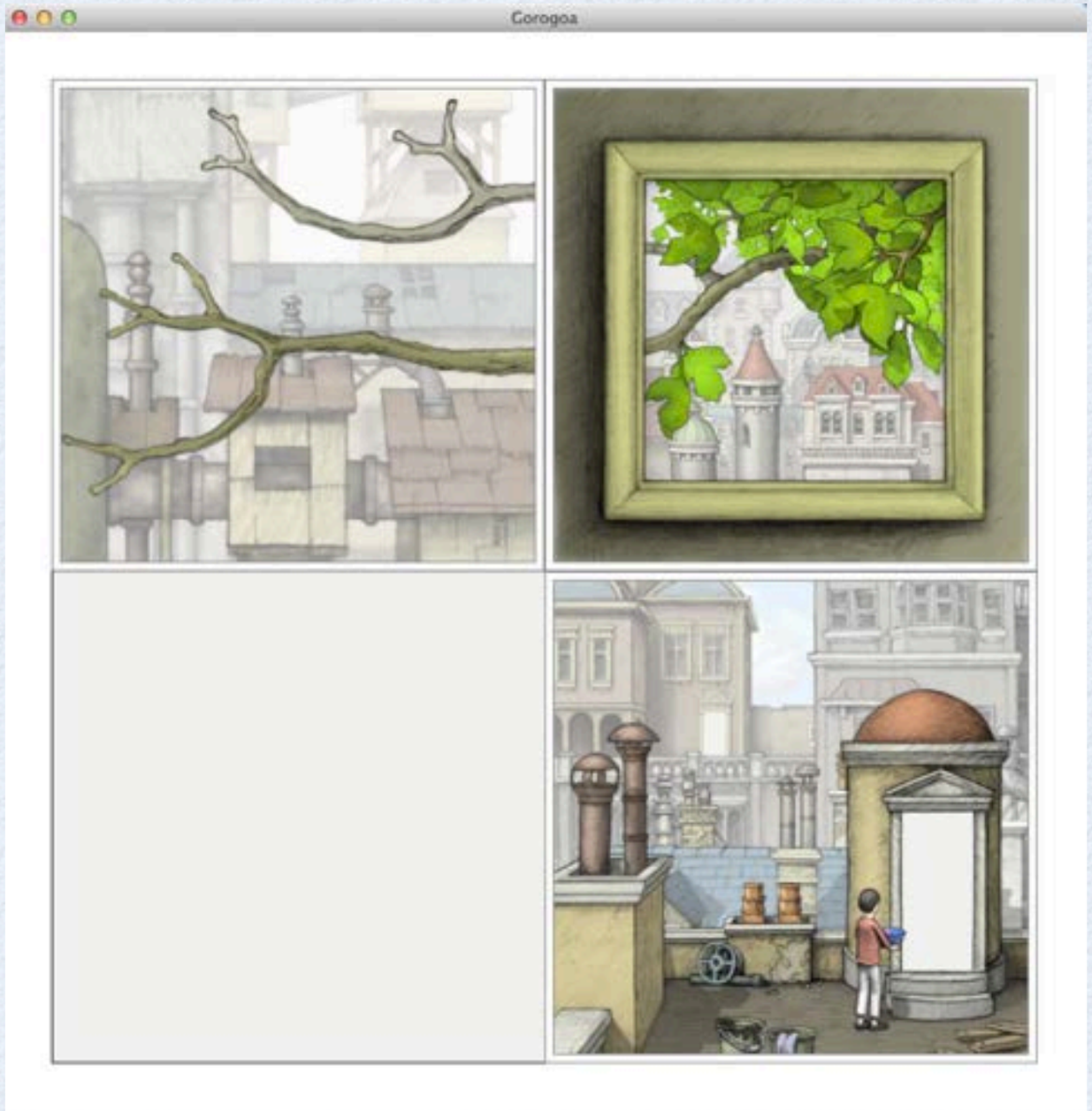
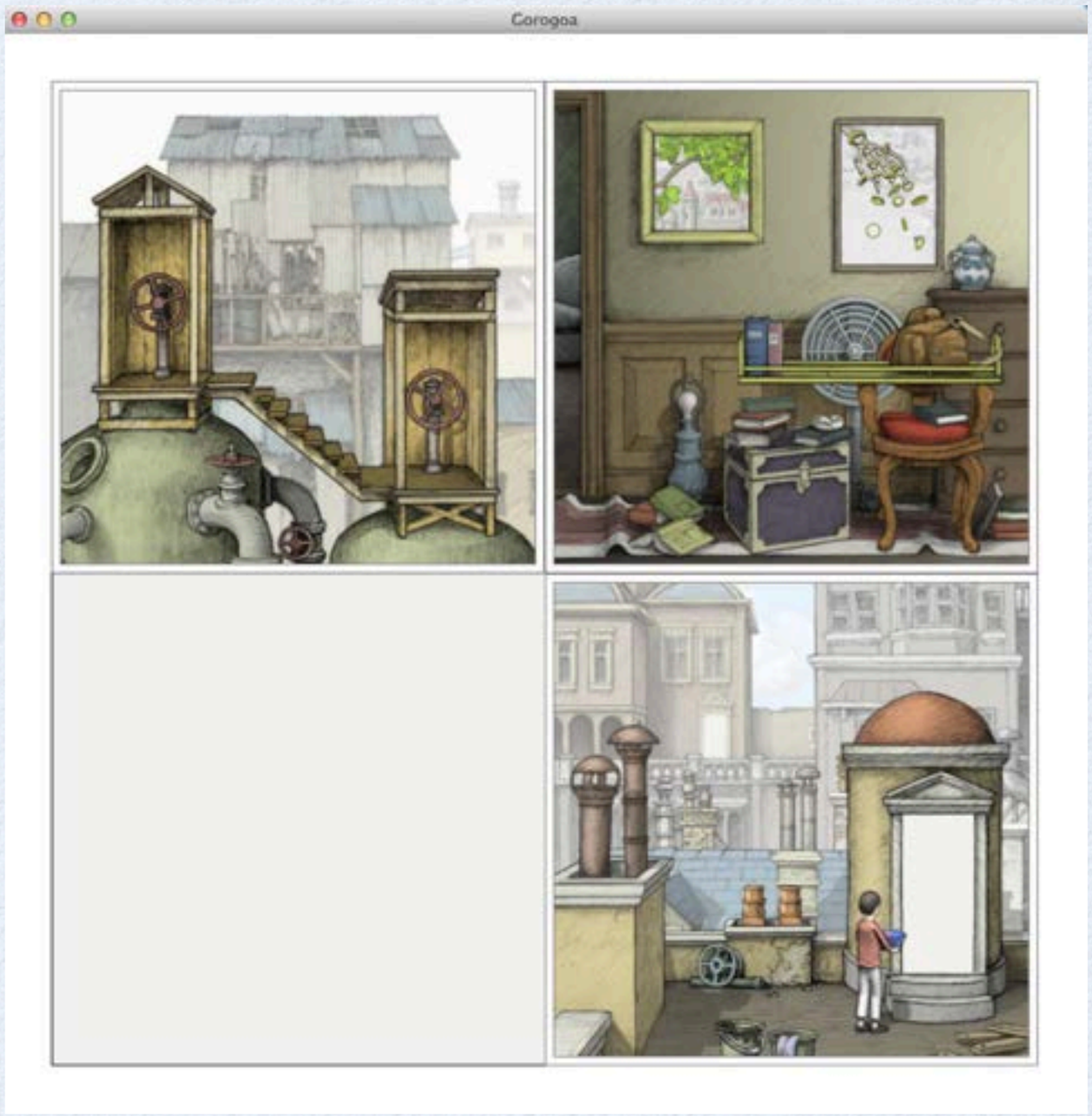


PLANE 14

- THREADING



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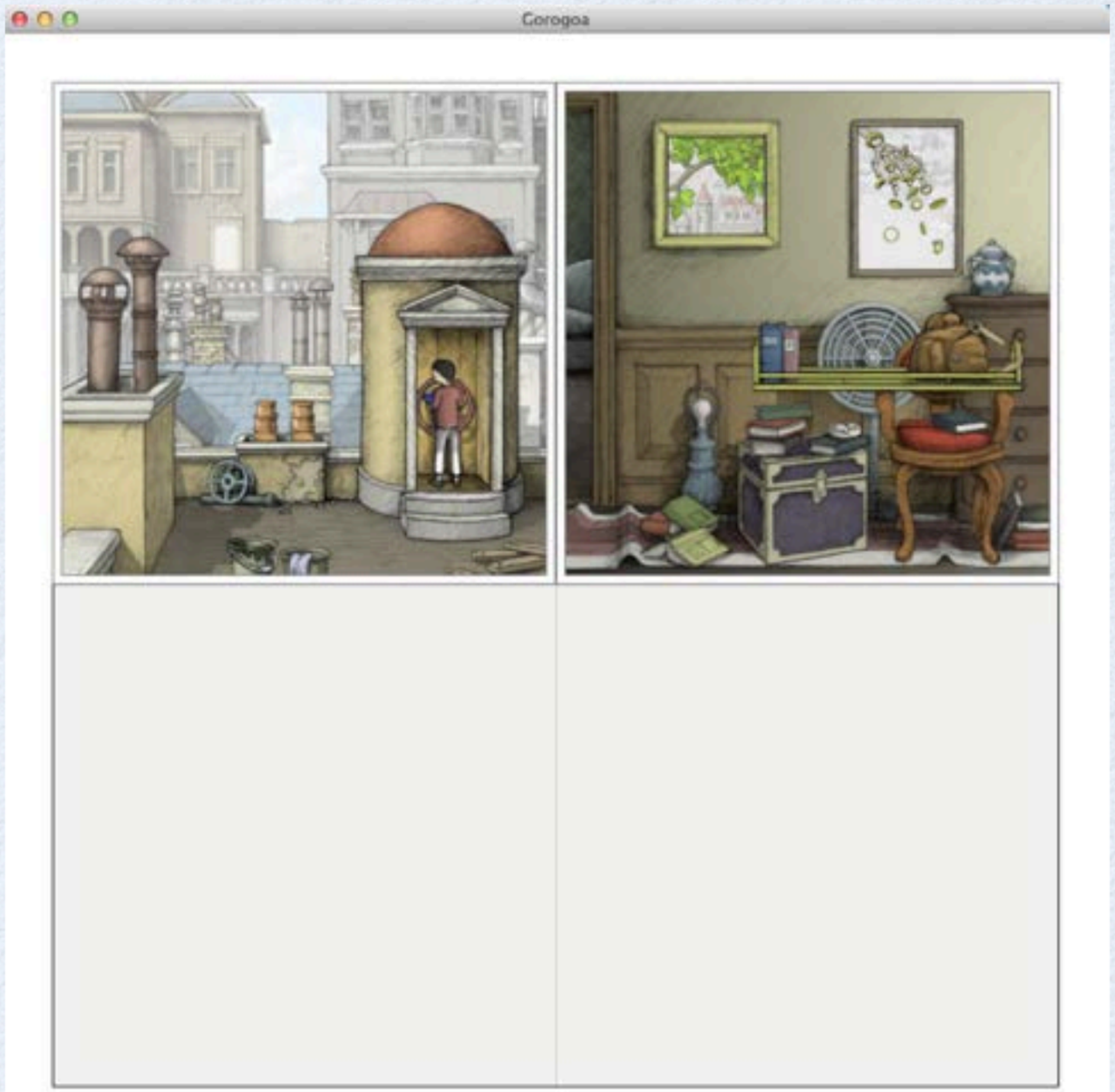

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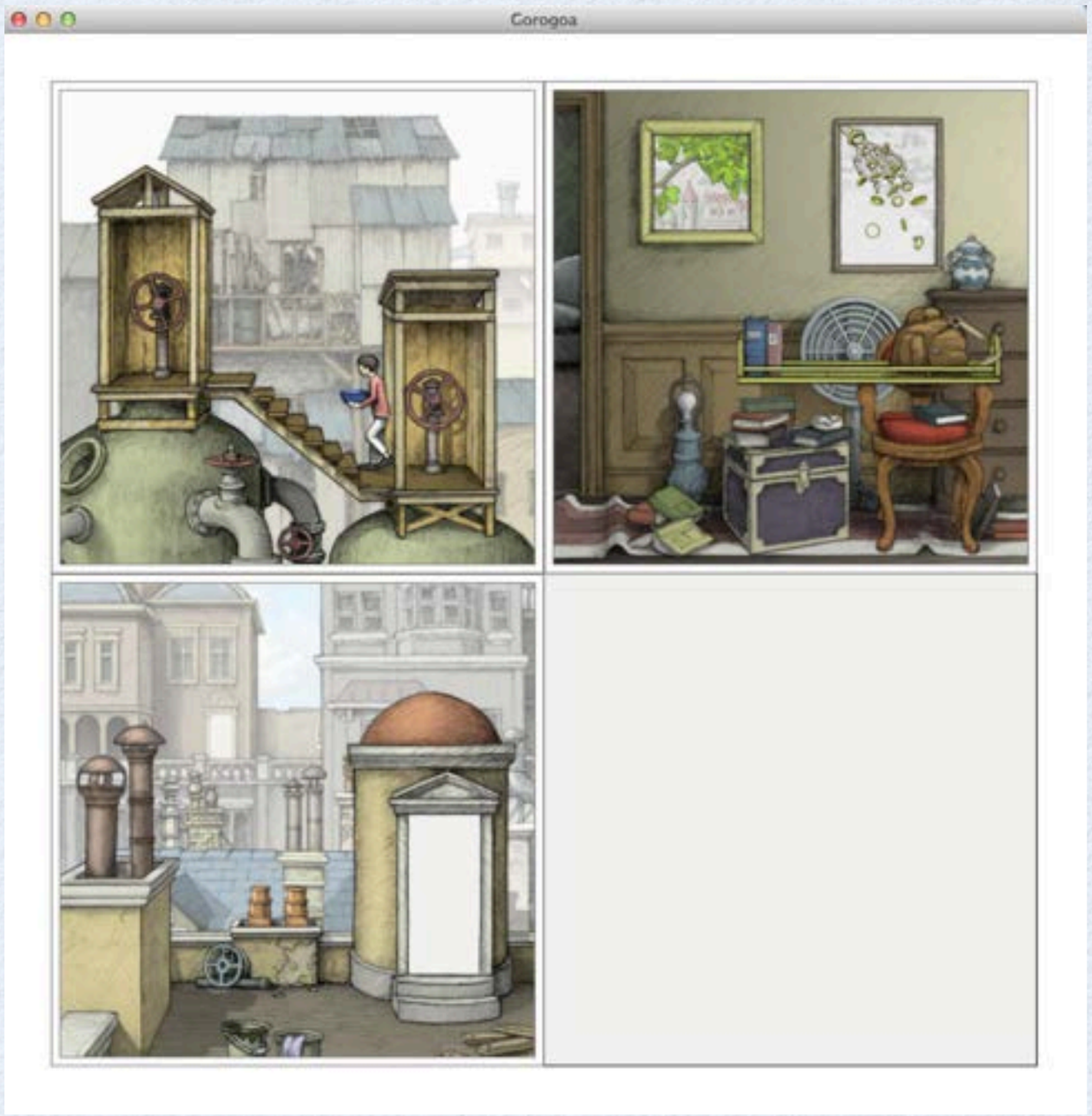

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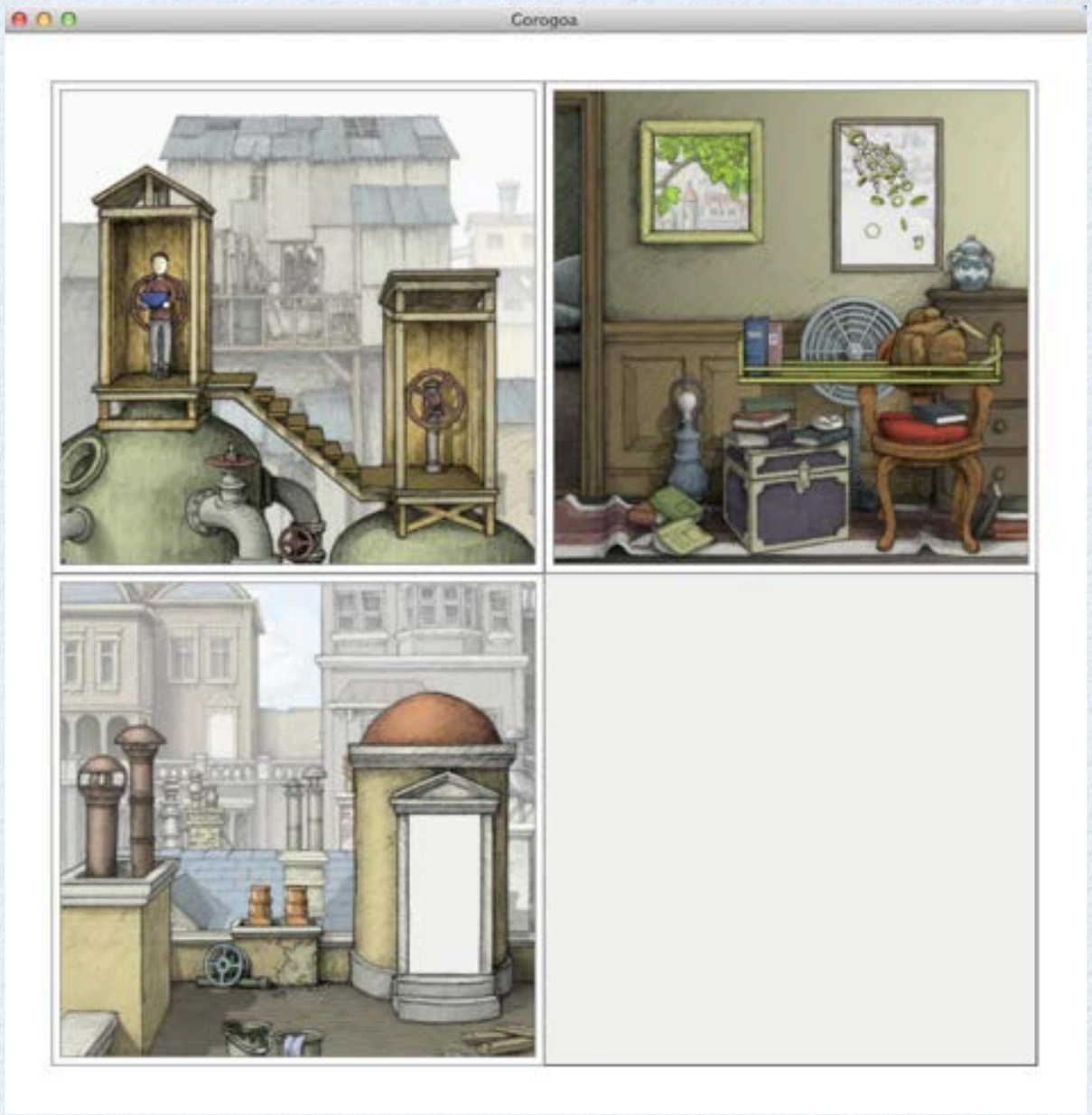

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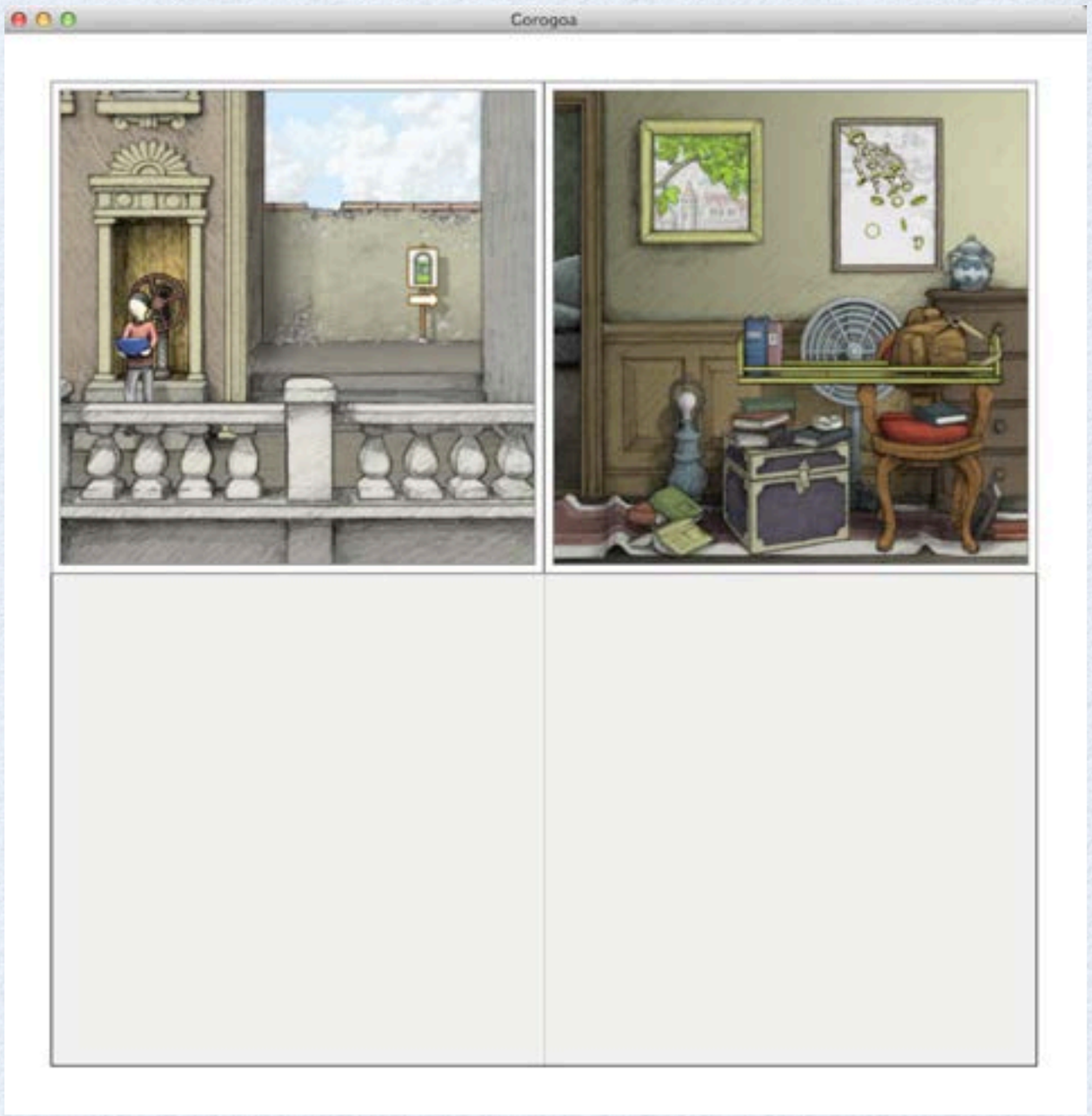
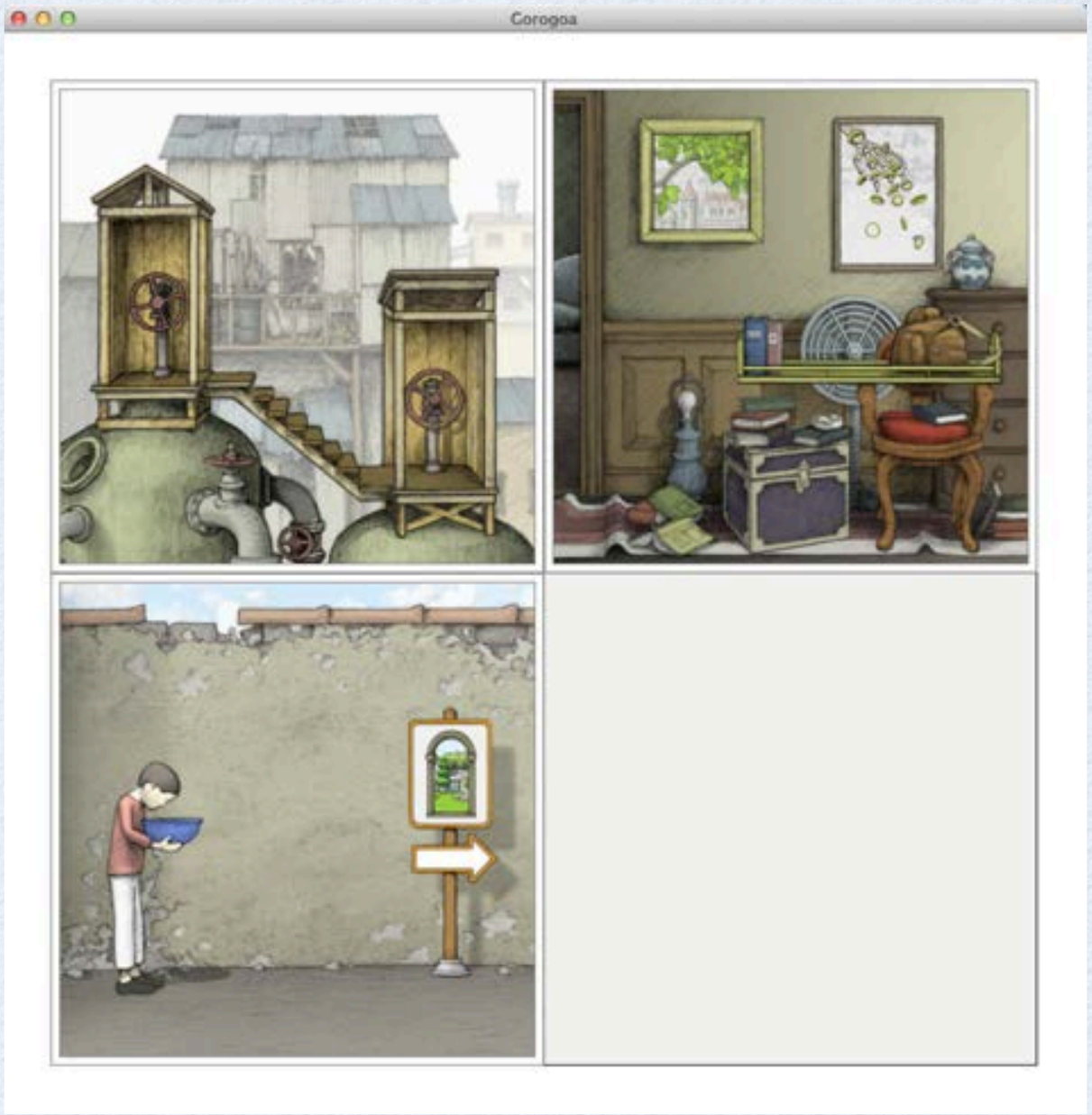


PLANE 15

- CUT & PASTE



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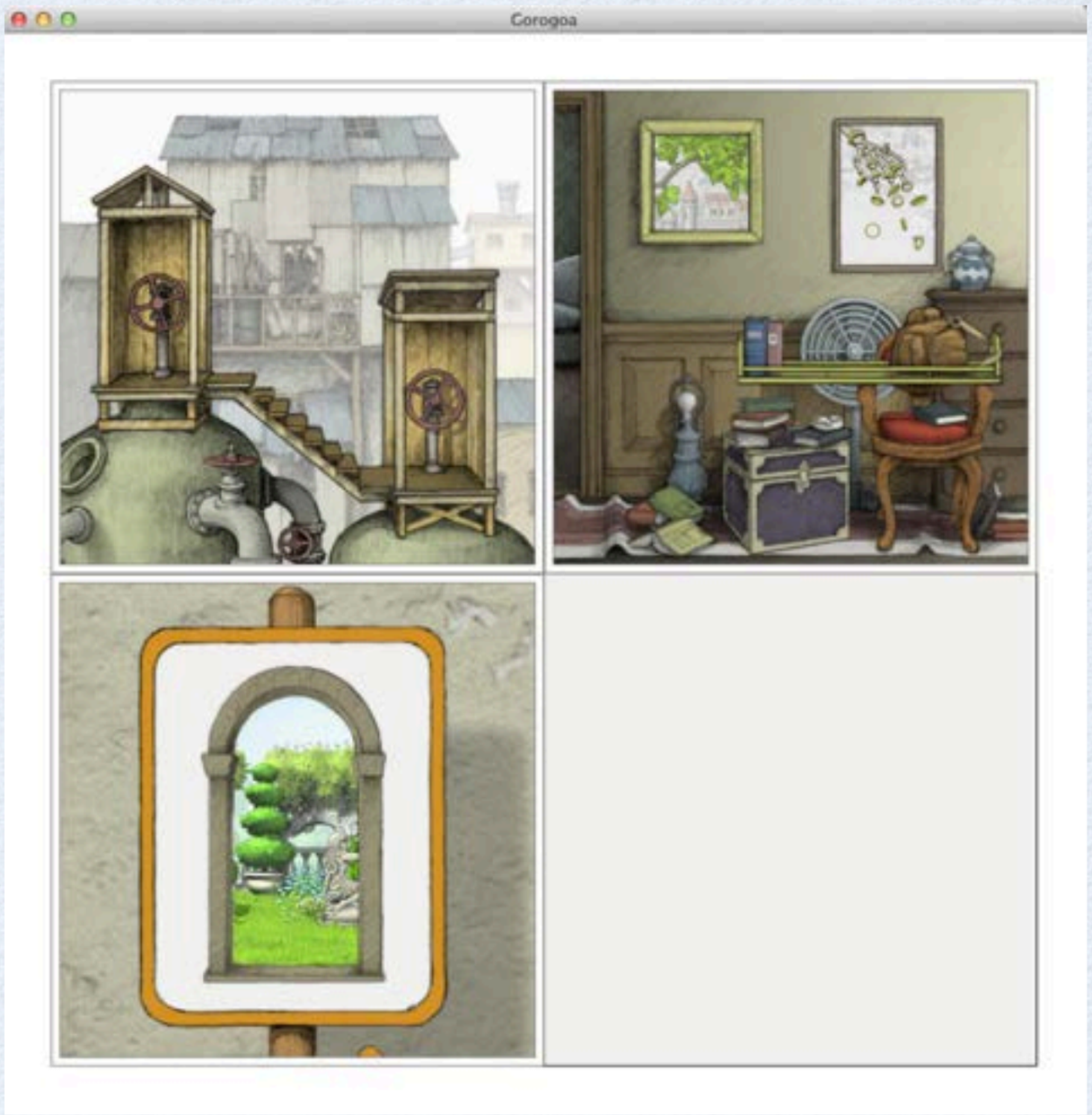

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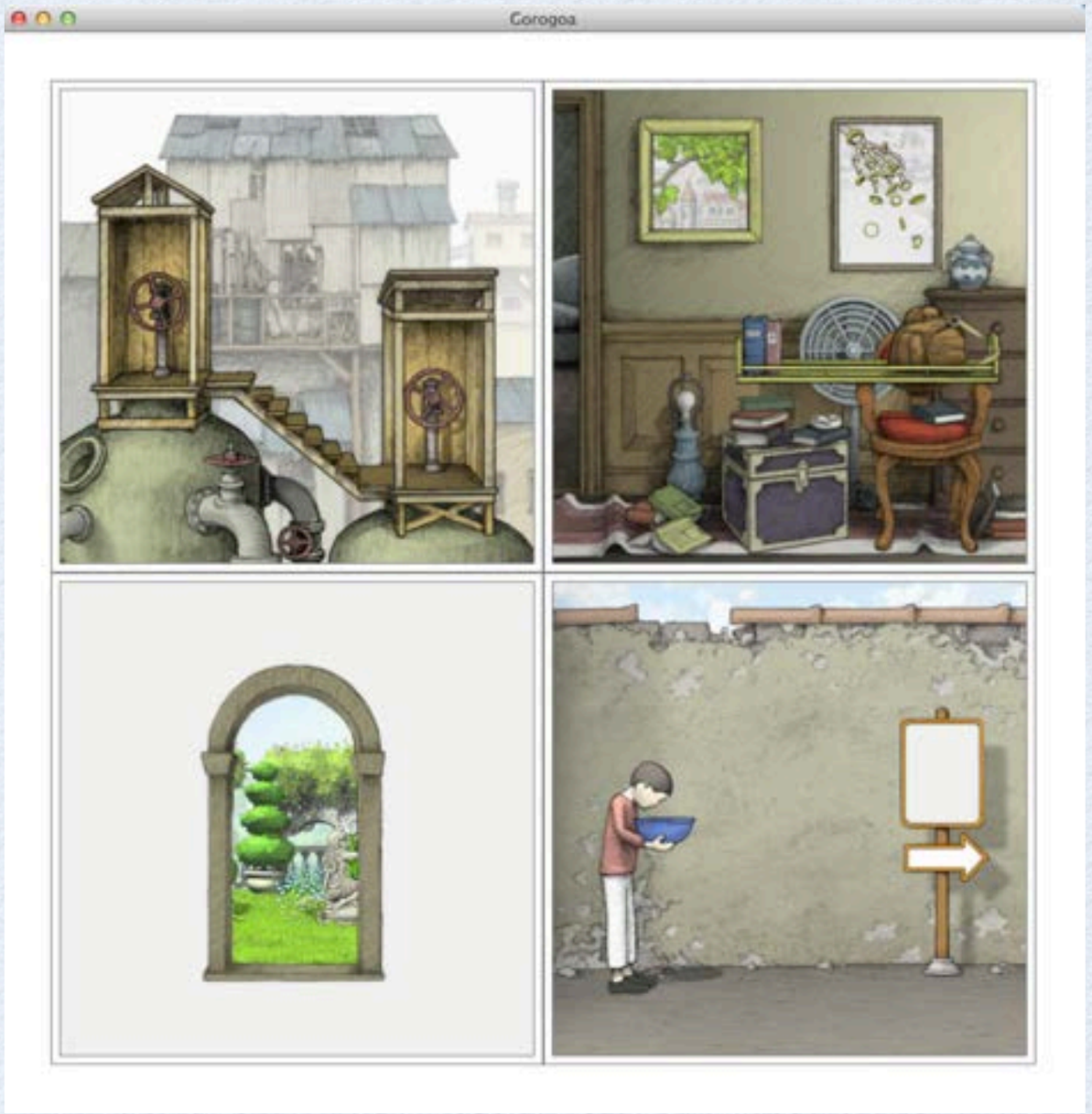

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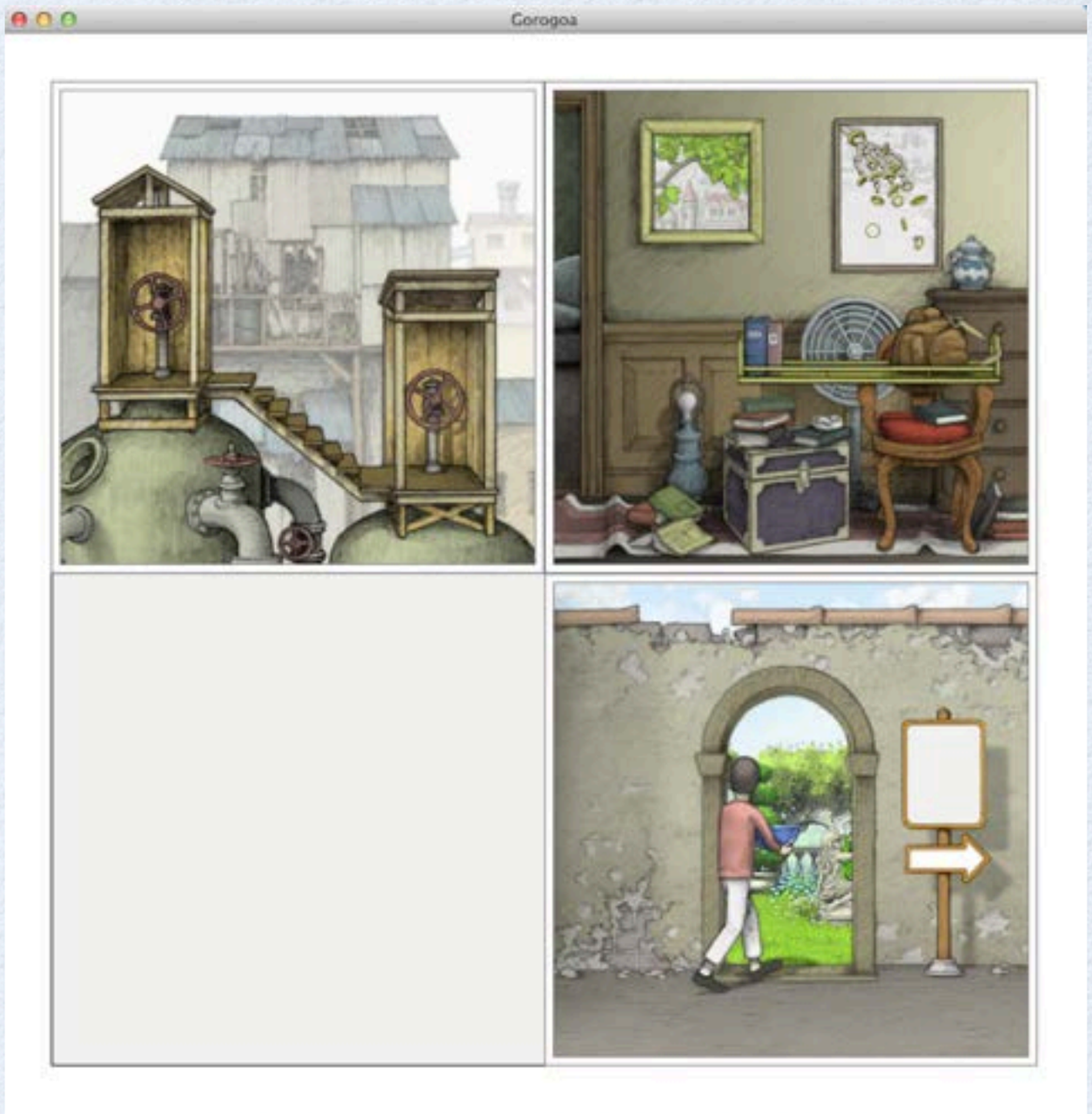
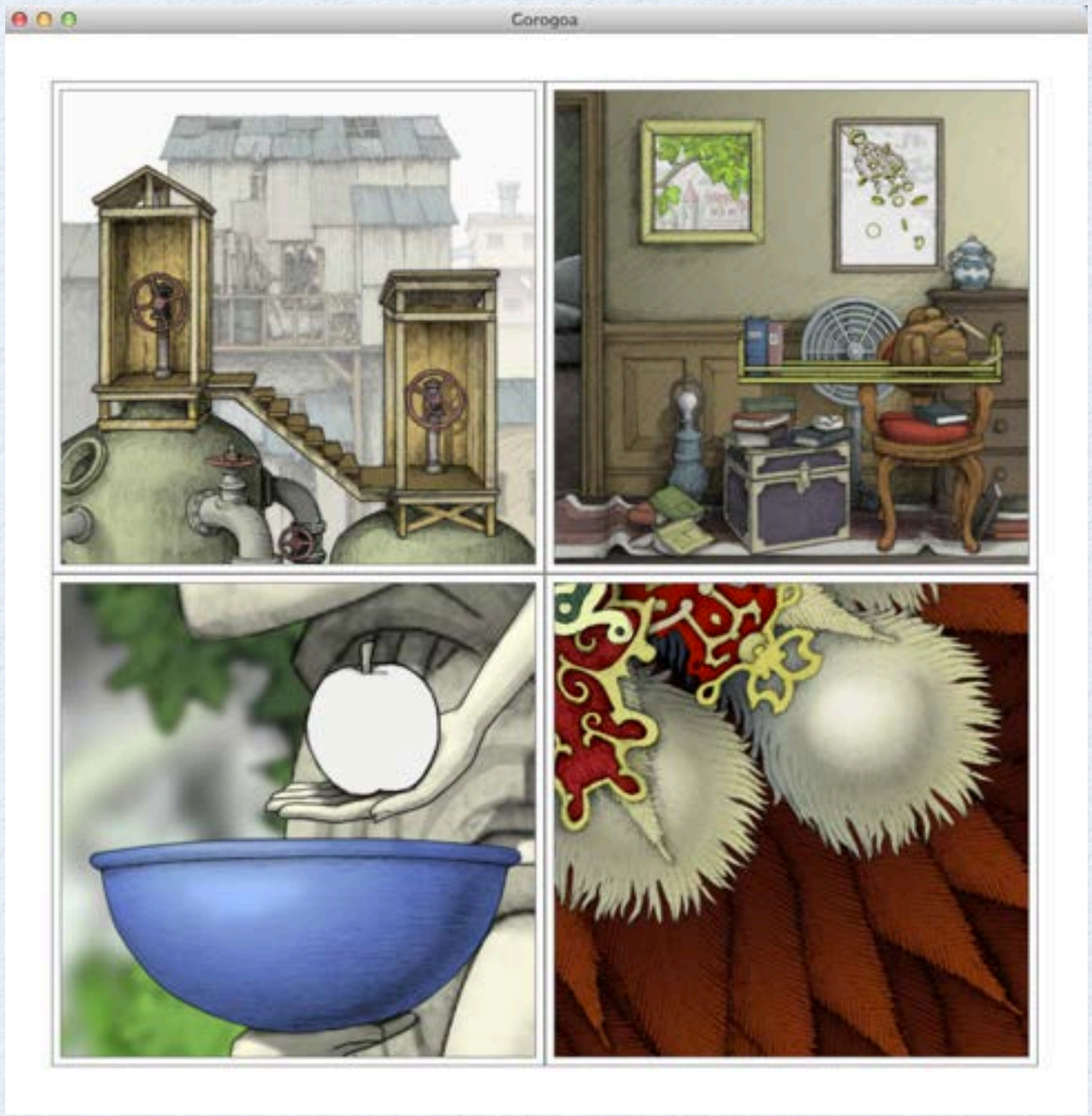


PLANE 16

- BIG BACKGROUND



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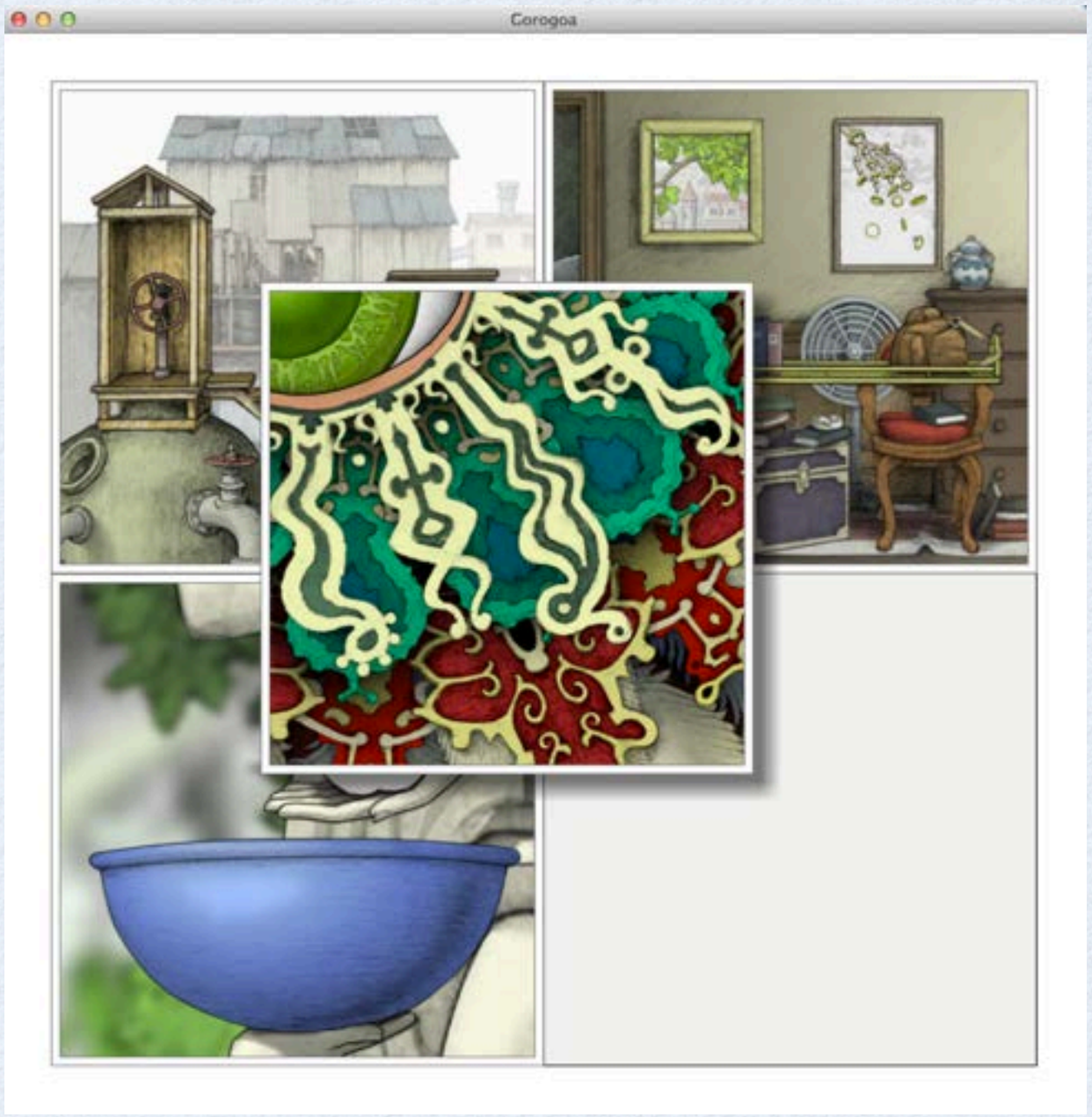

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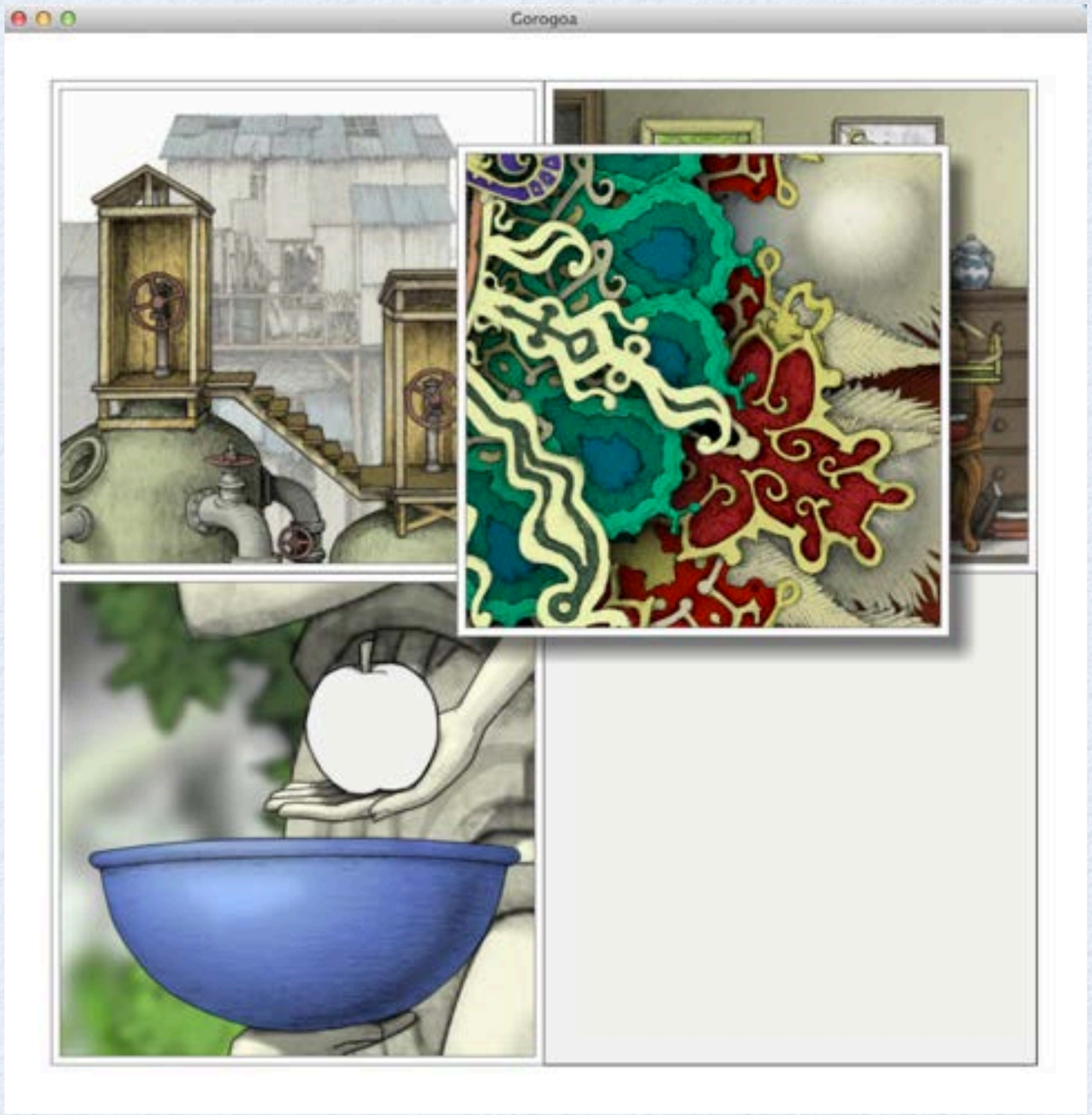

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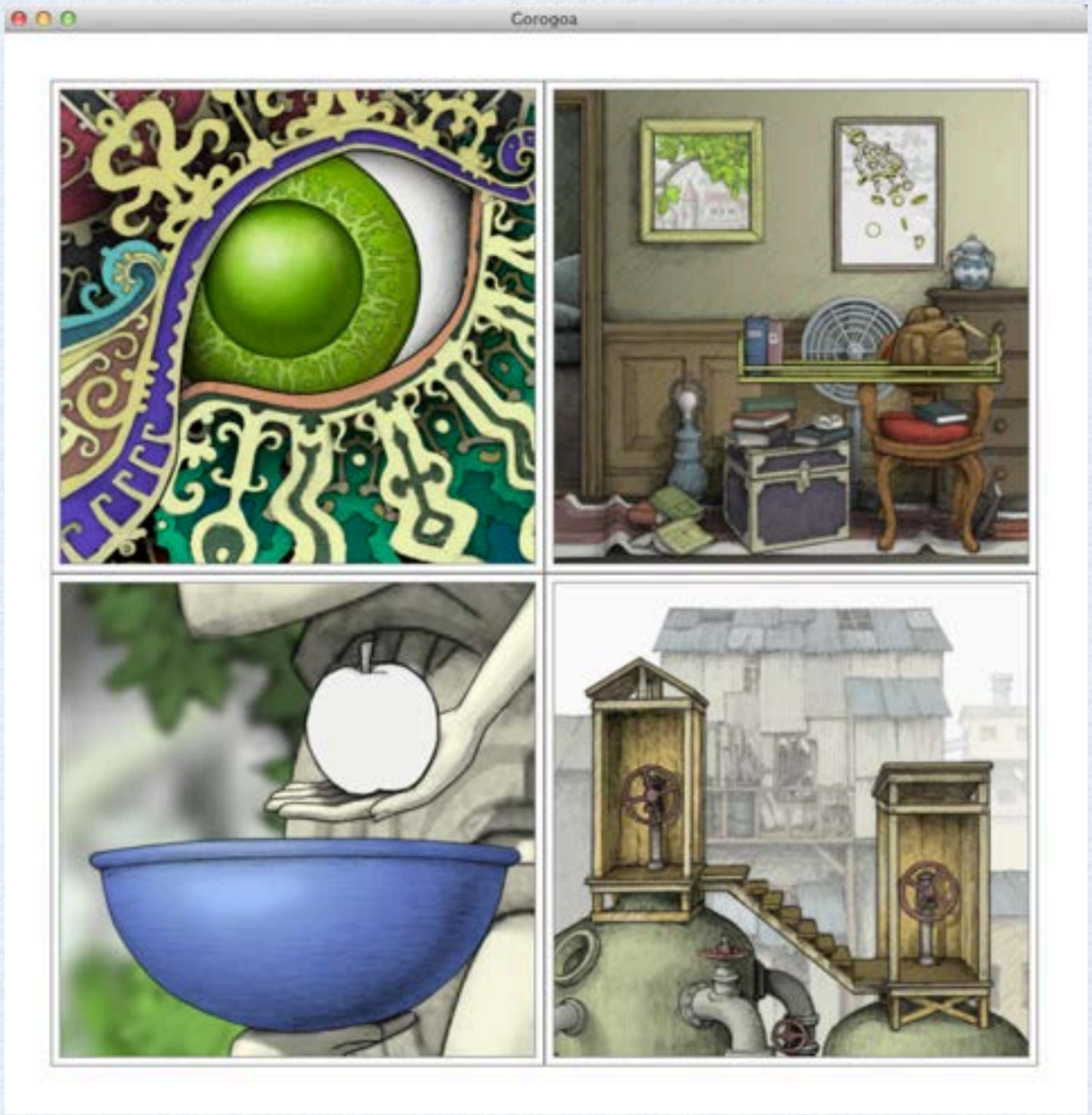

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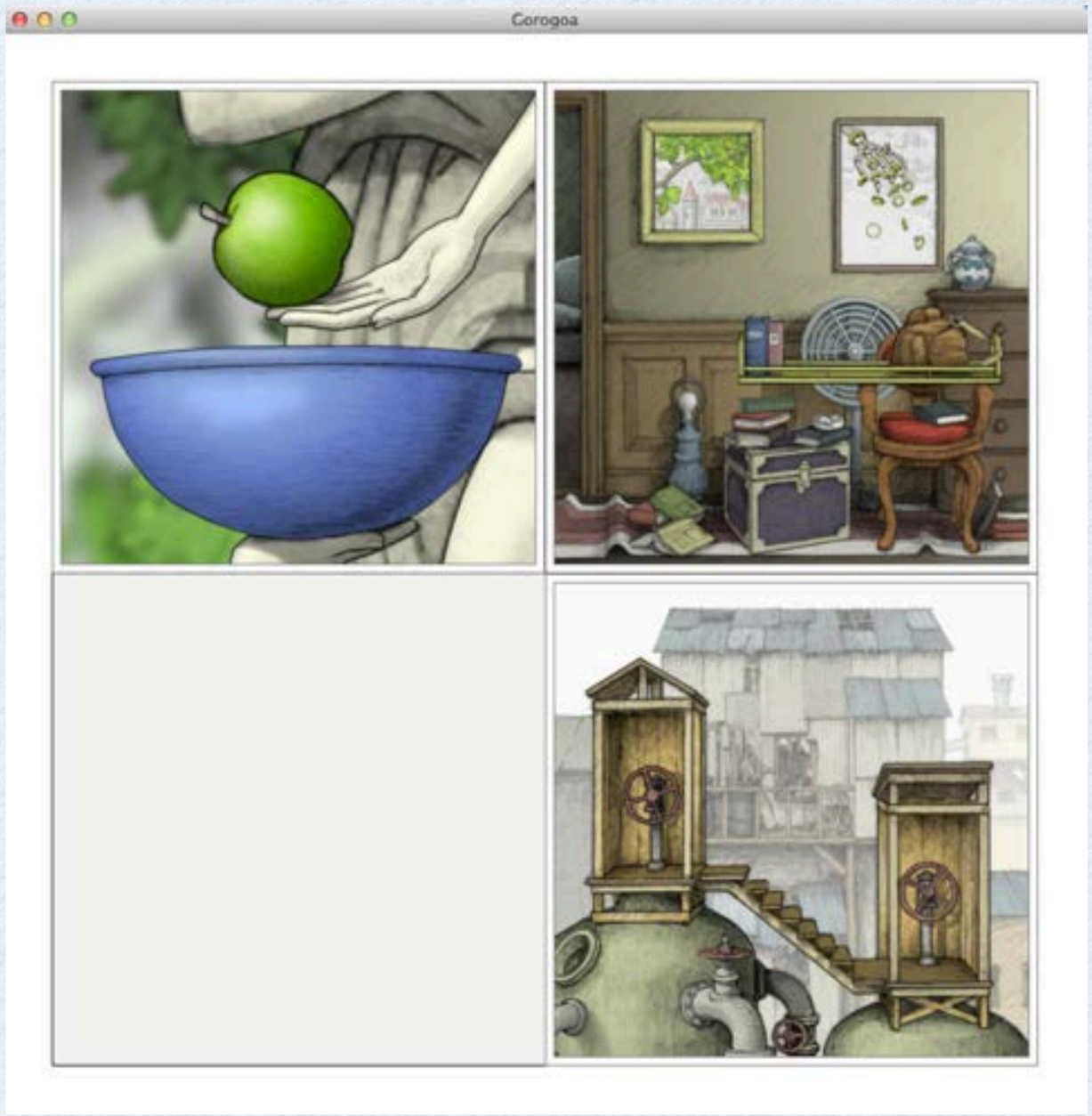
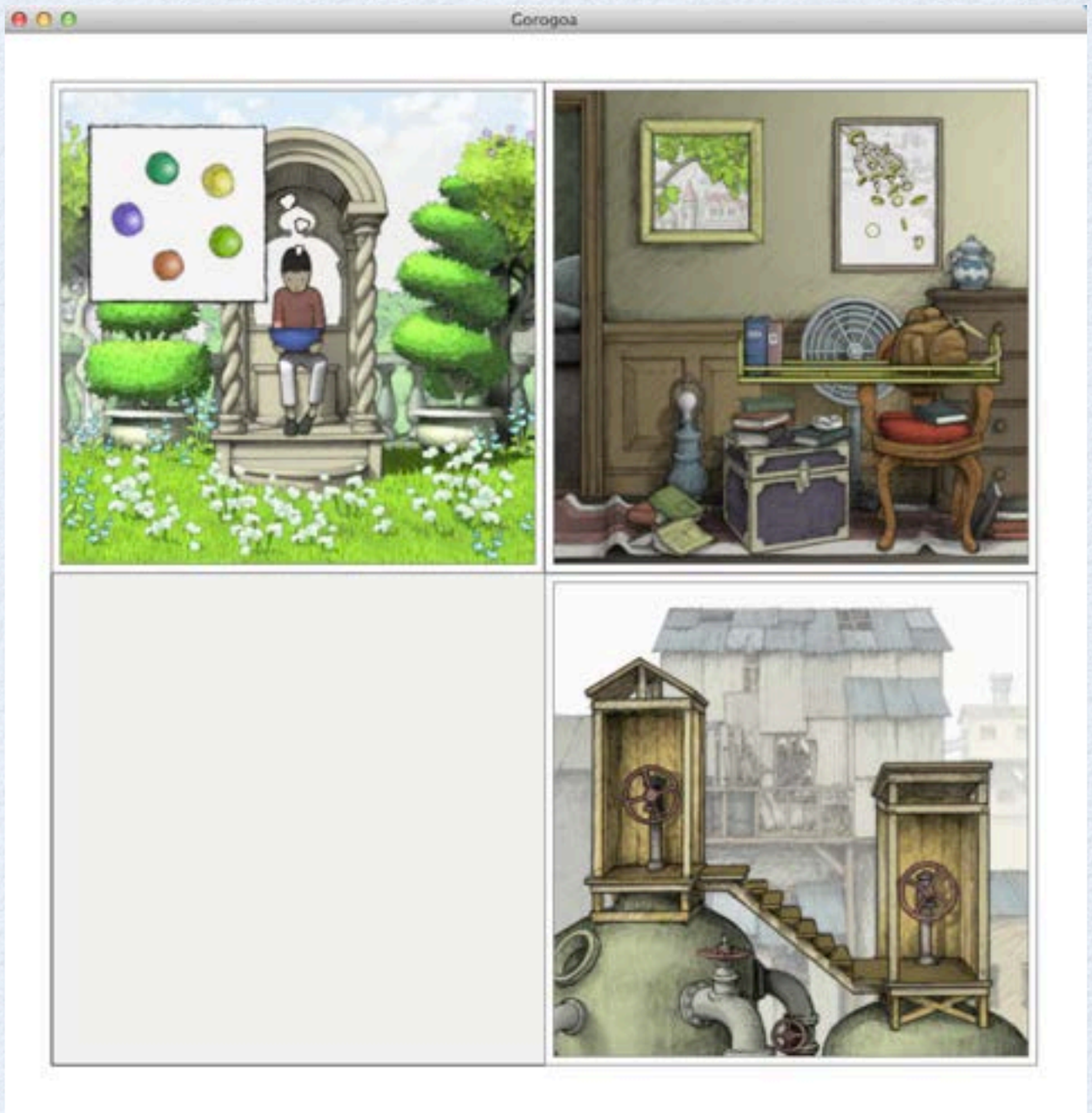


PLANE 17

- THOUGHTS
  - MEMORY



PLANE 17

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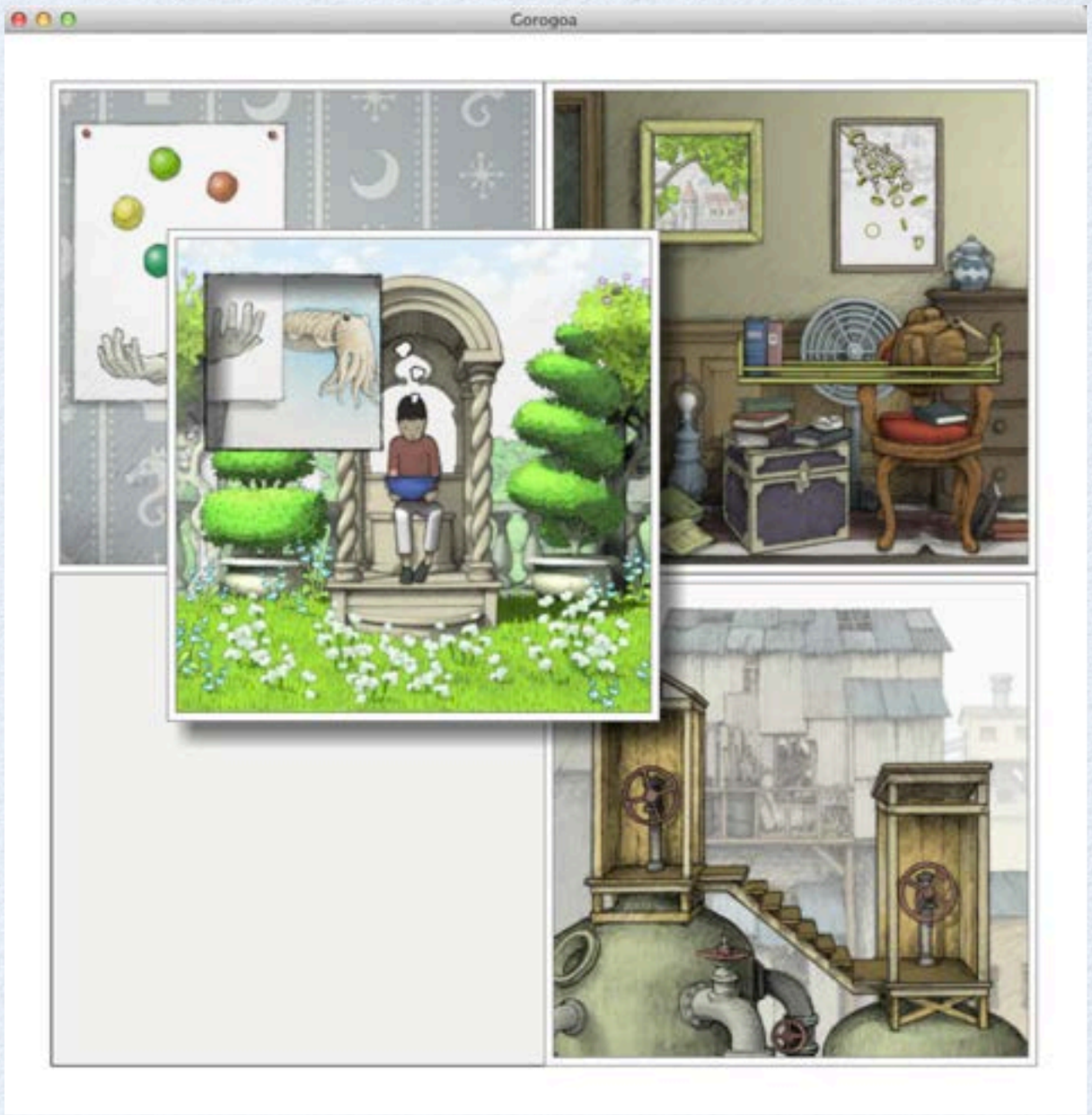
  - MEMORY



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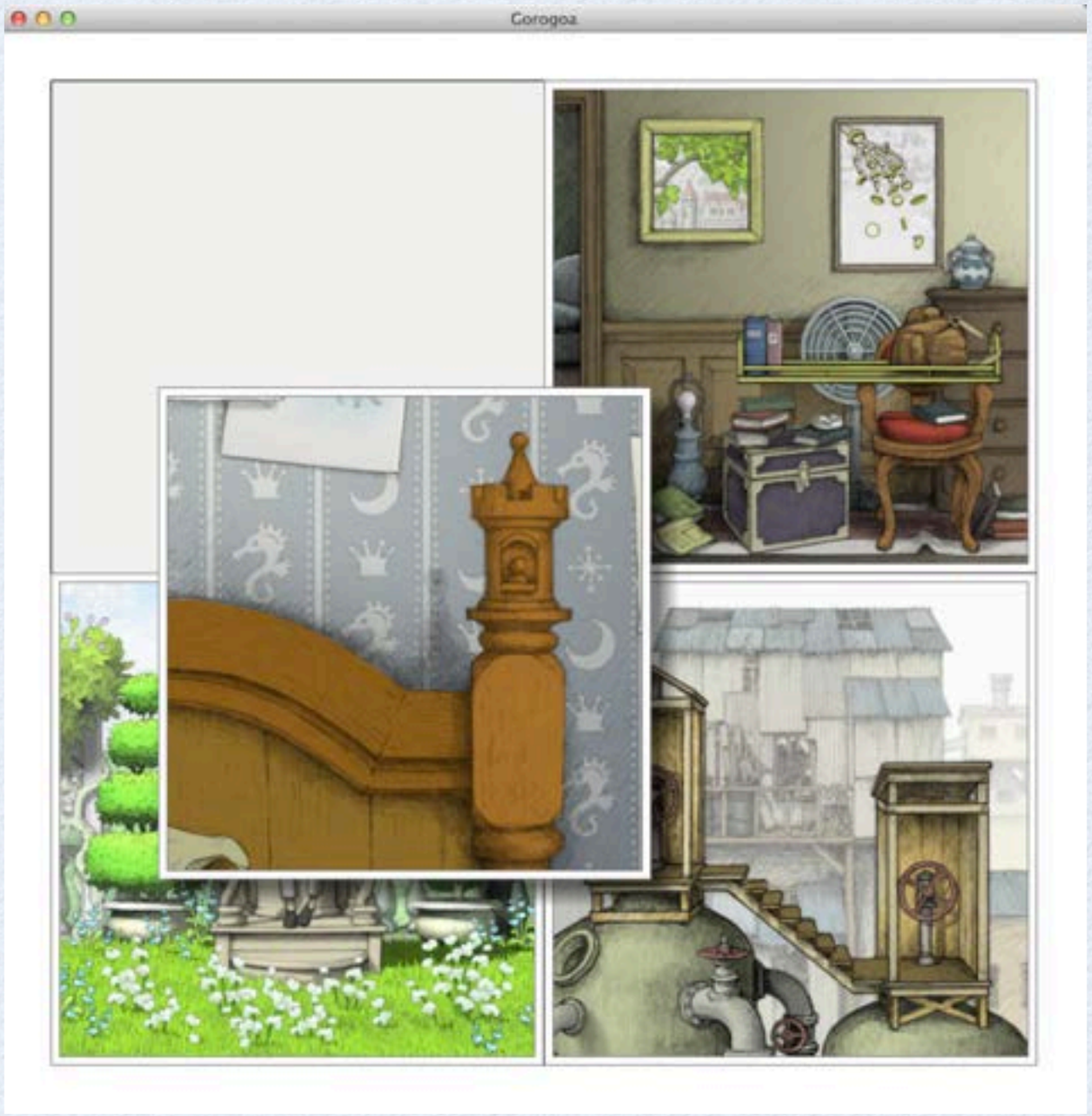
  - MEMORY



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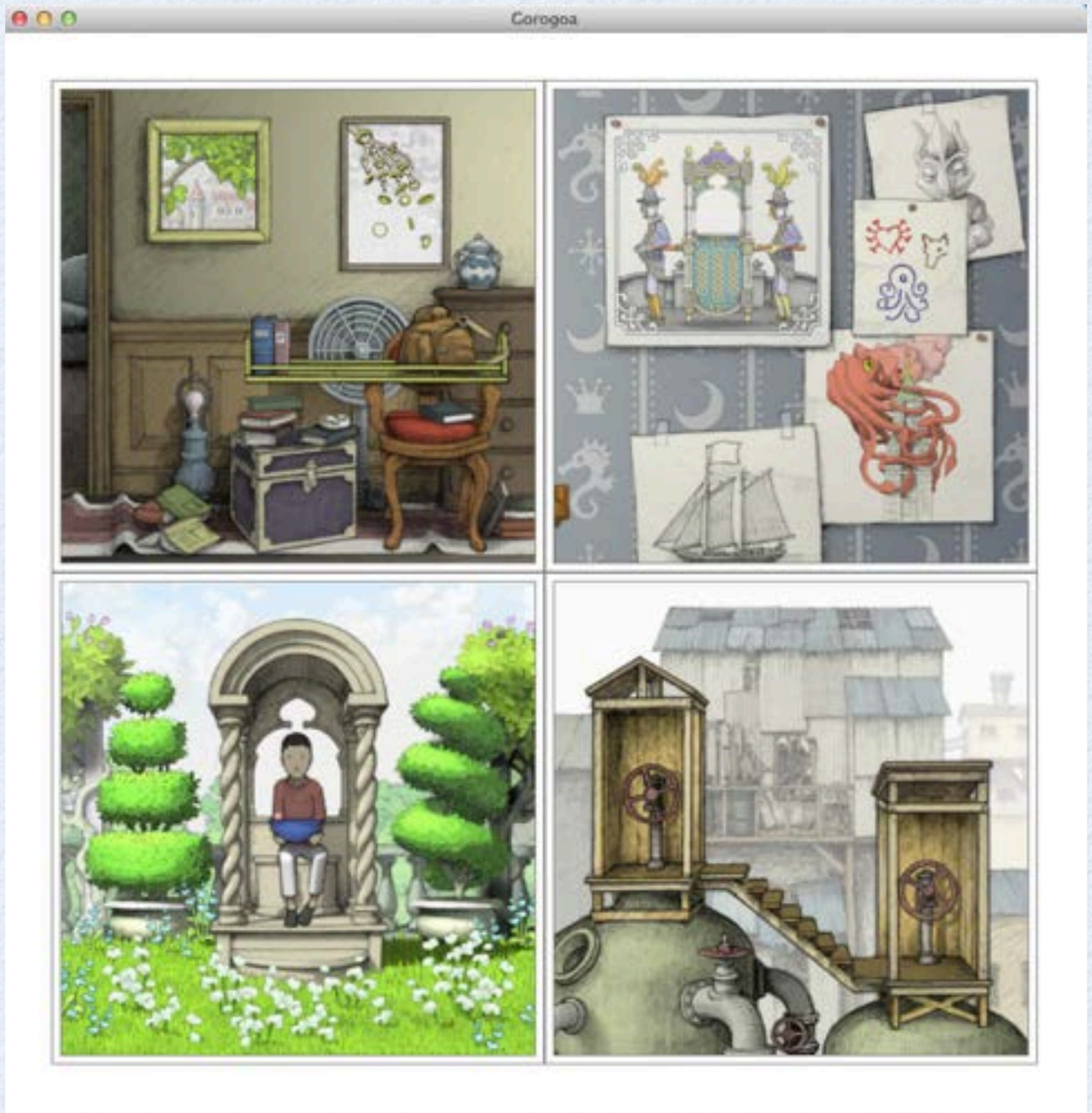
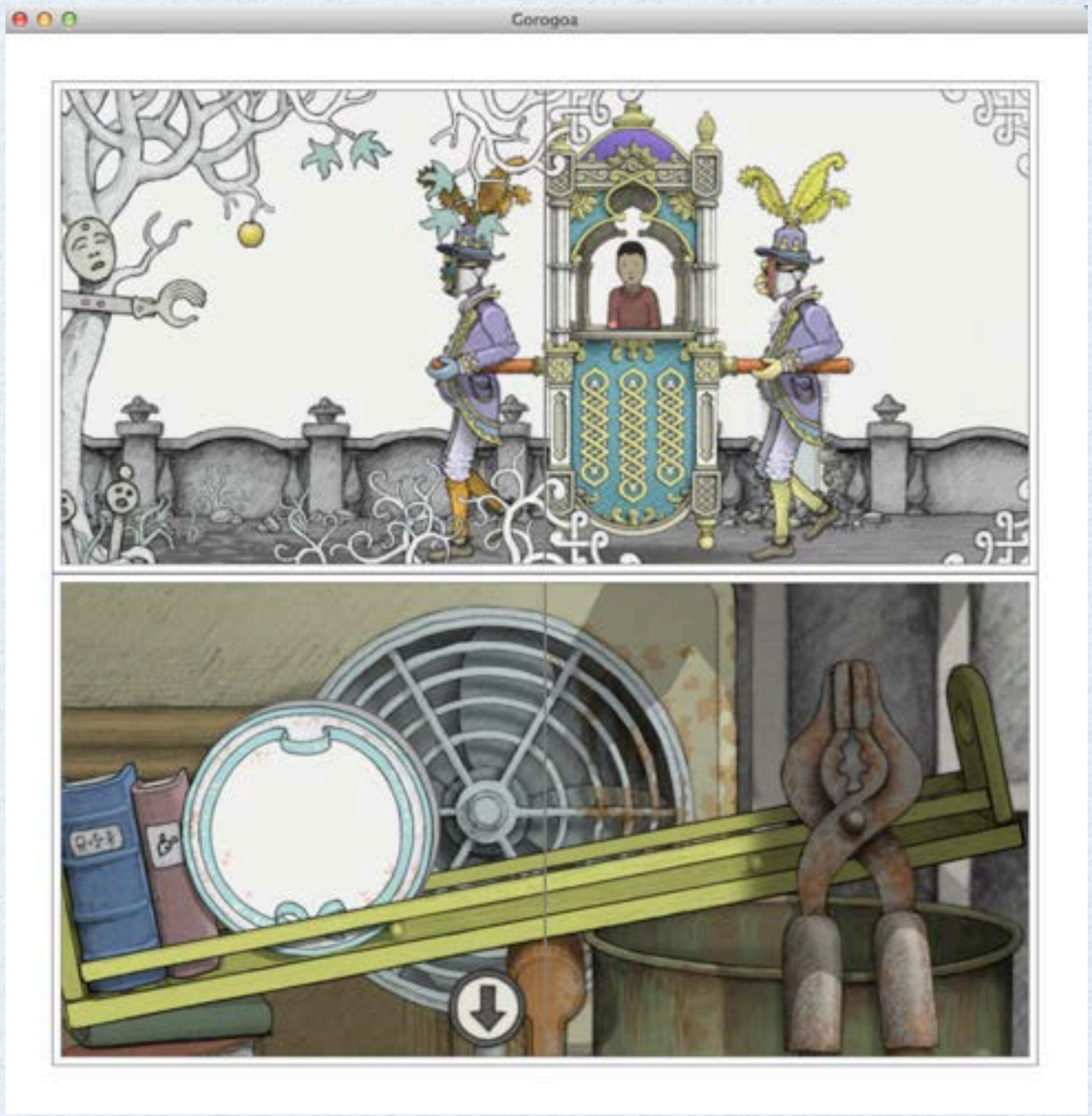


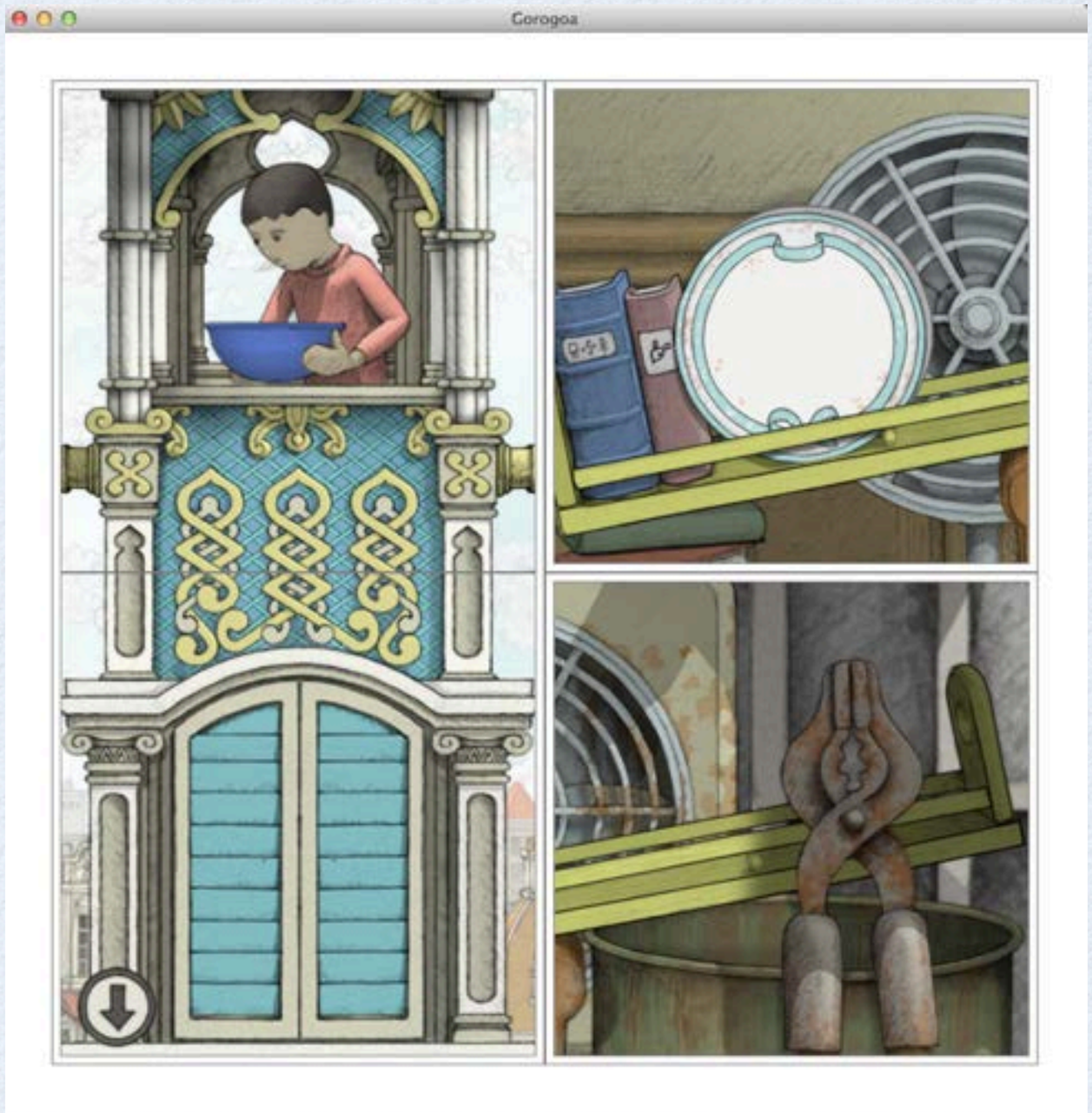
PLANE 18

- LAYERED SYNC



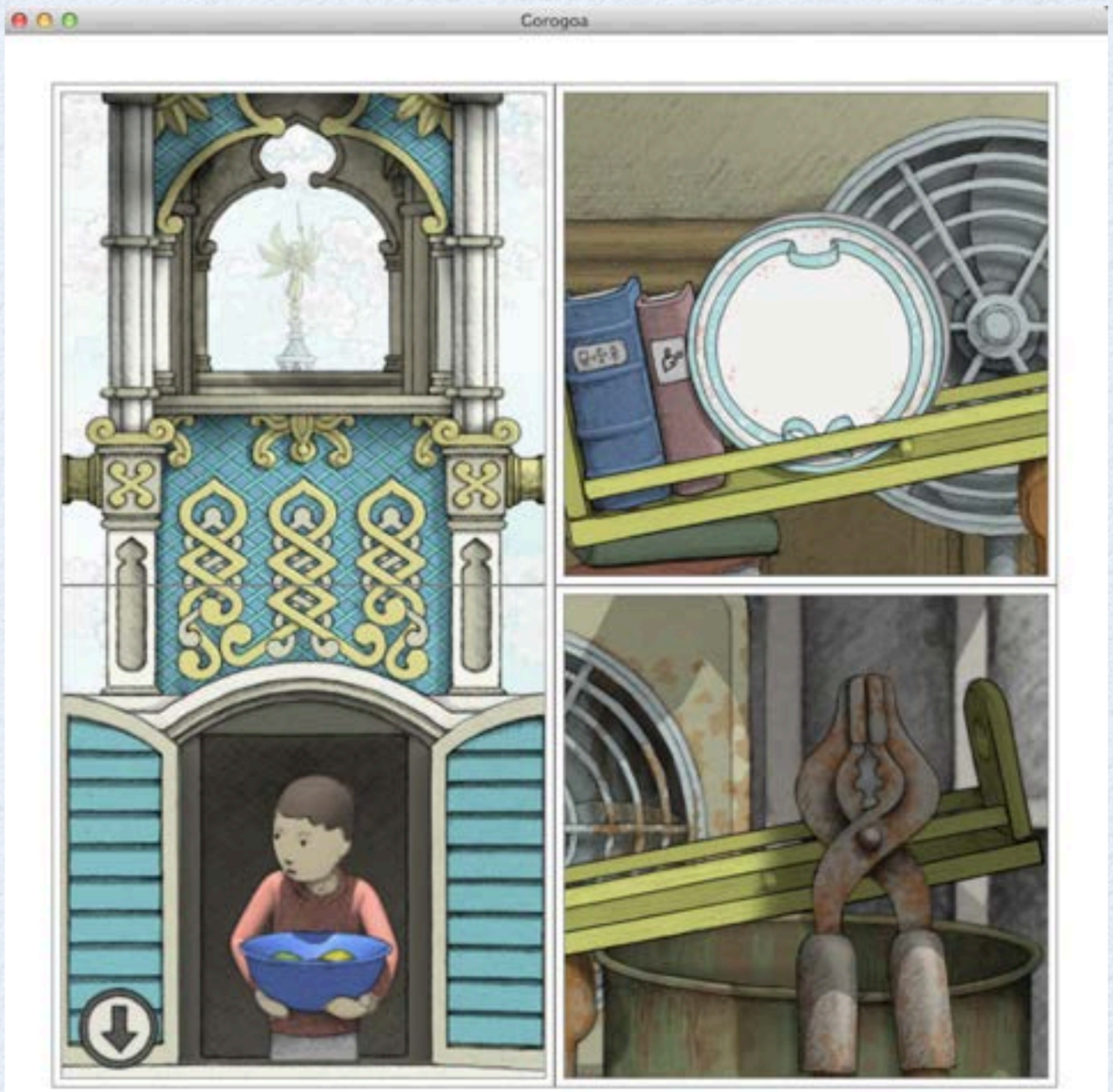
PLANE 19

- TRAVERSAL SYNC



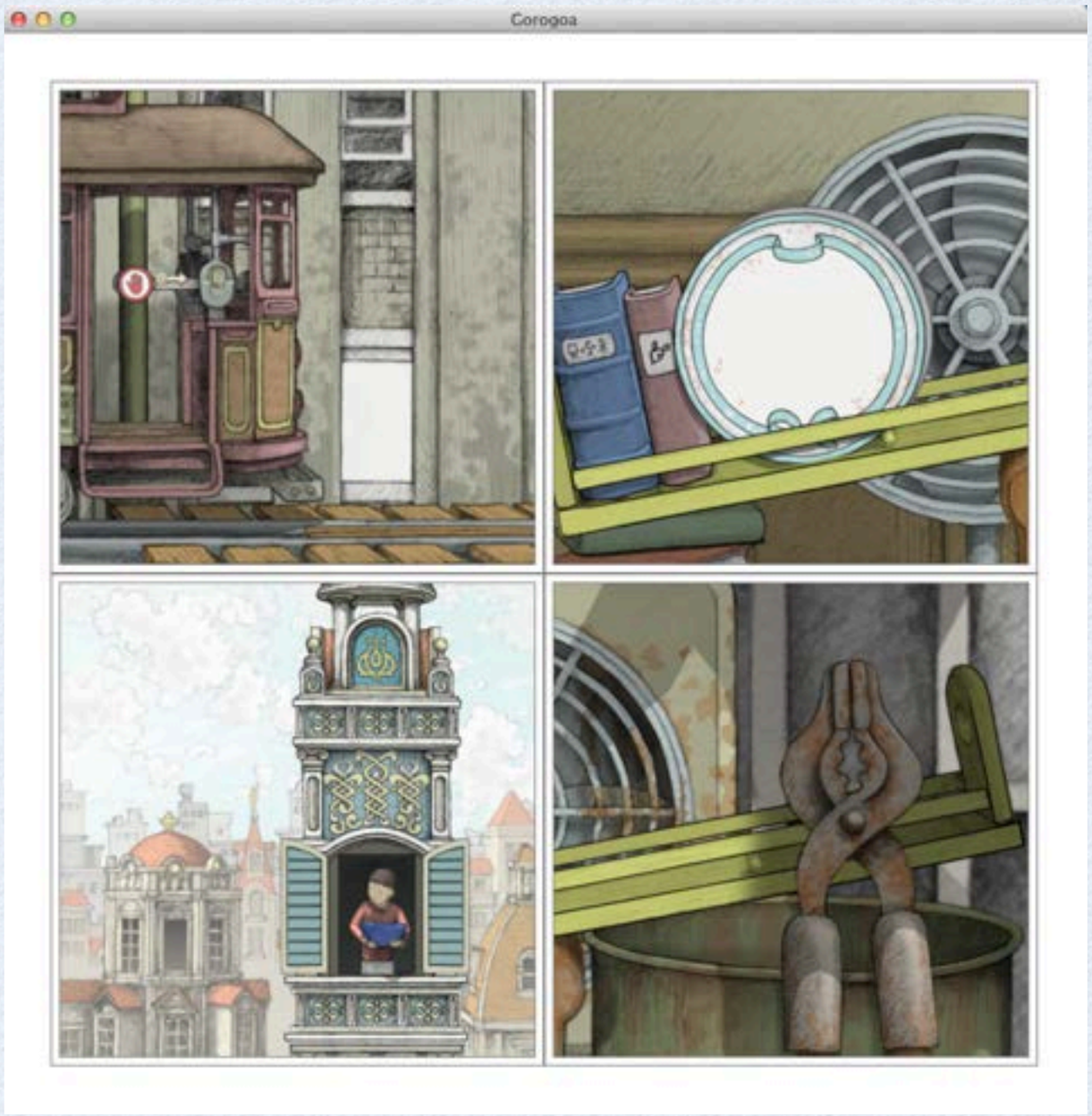
PLANE 19

- TRAVERSAL SYNC



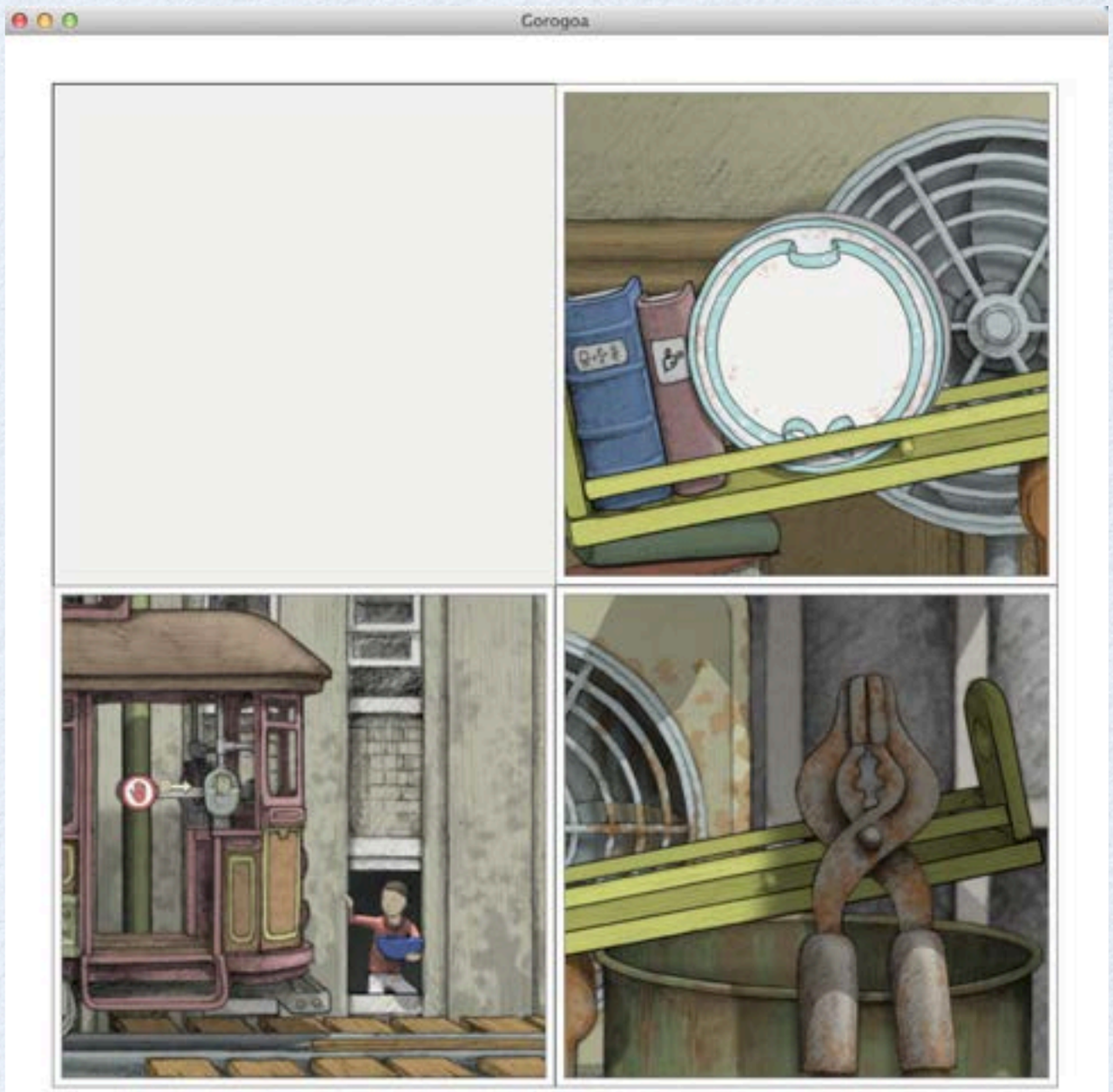
PLANE 20

- OVERLAP OFF



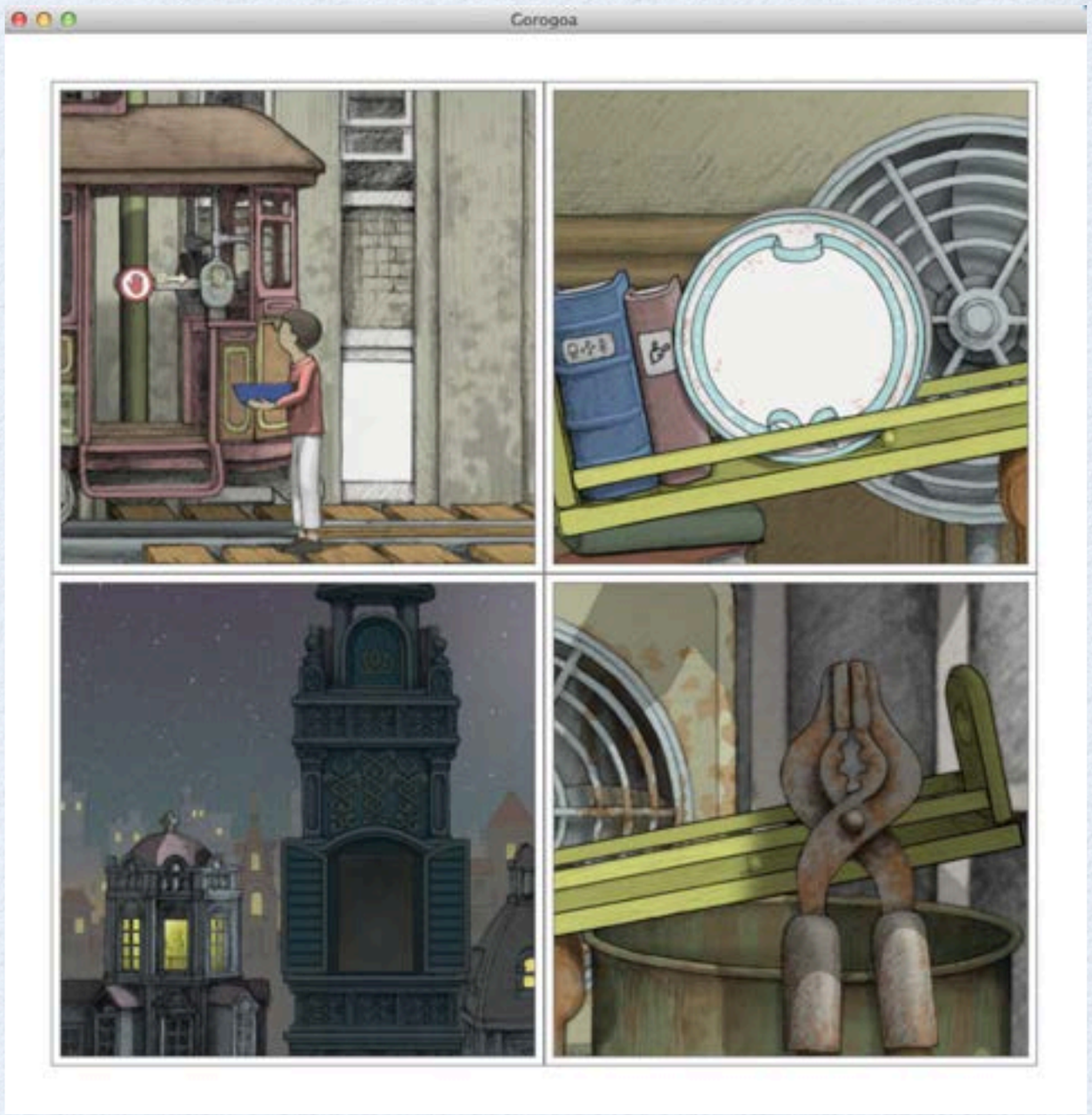
PLANE 20

- OVERLAP OFF



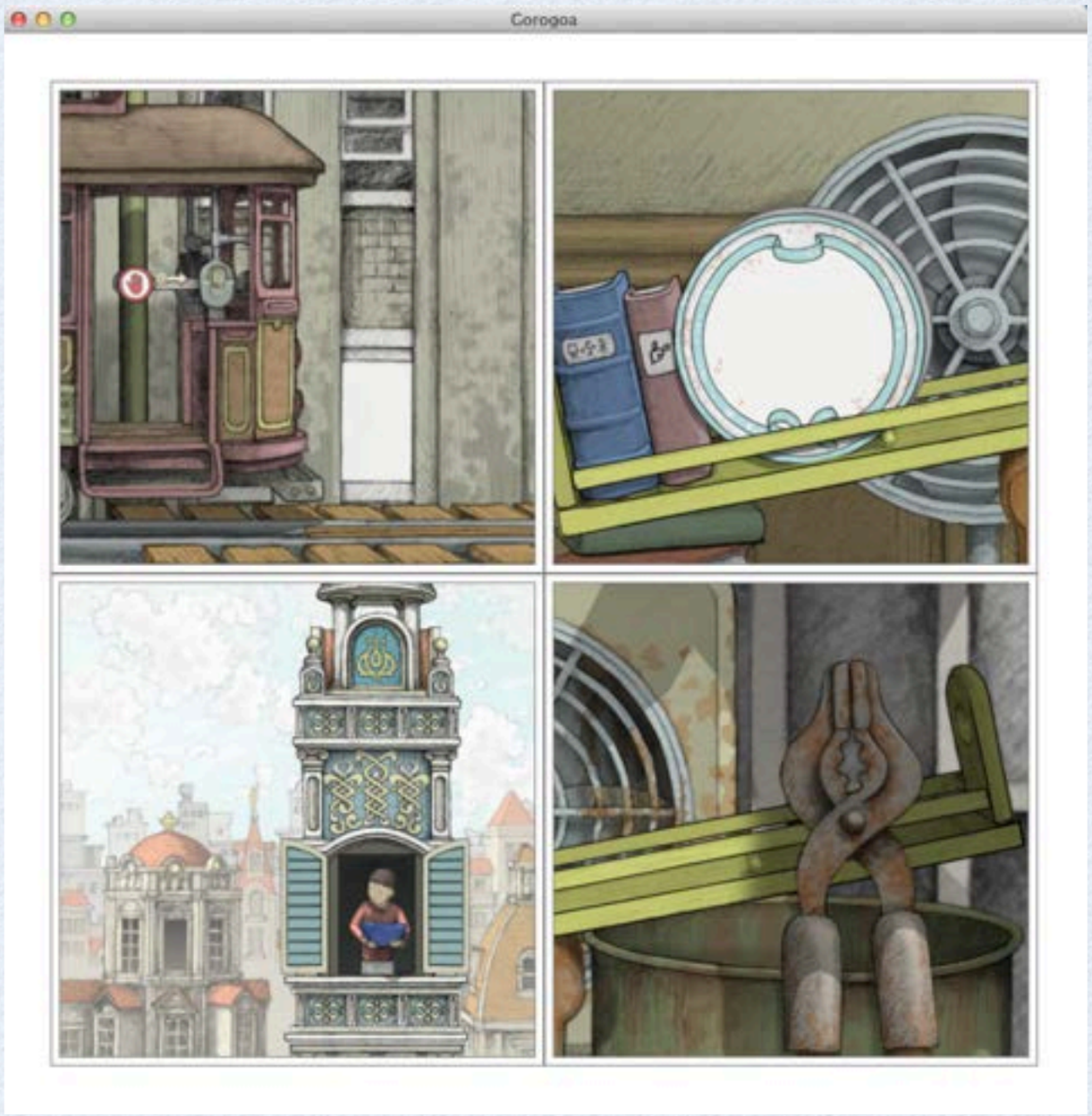
PLANE 20

- OVERLAP OFF



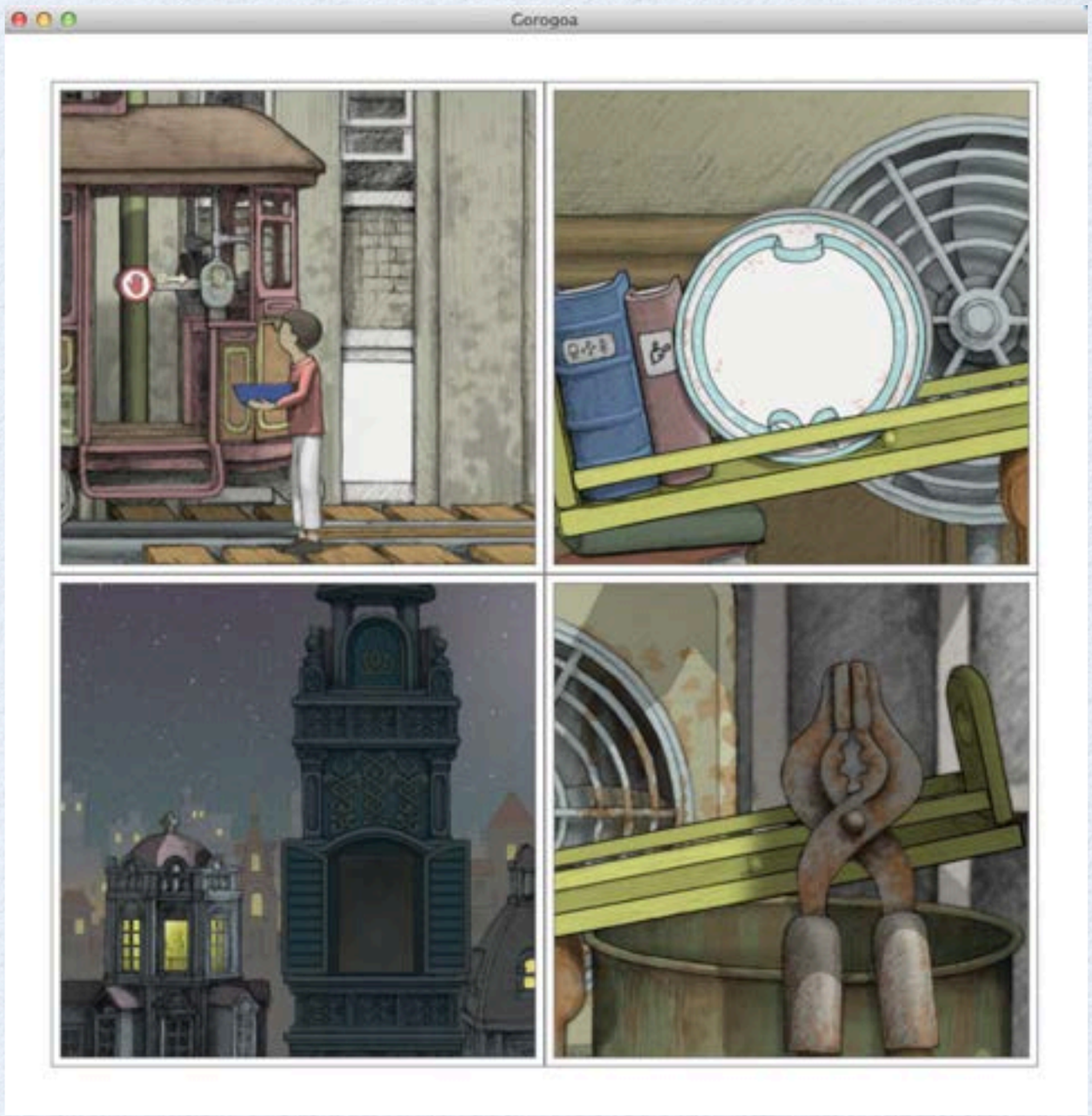
PLANE 21

- TIME SHIFT



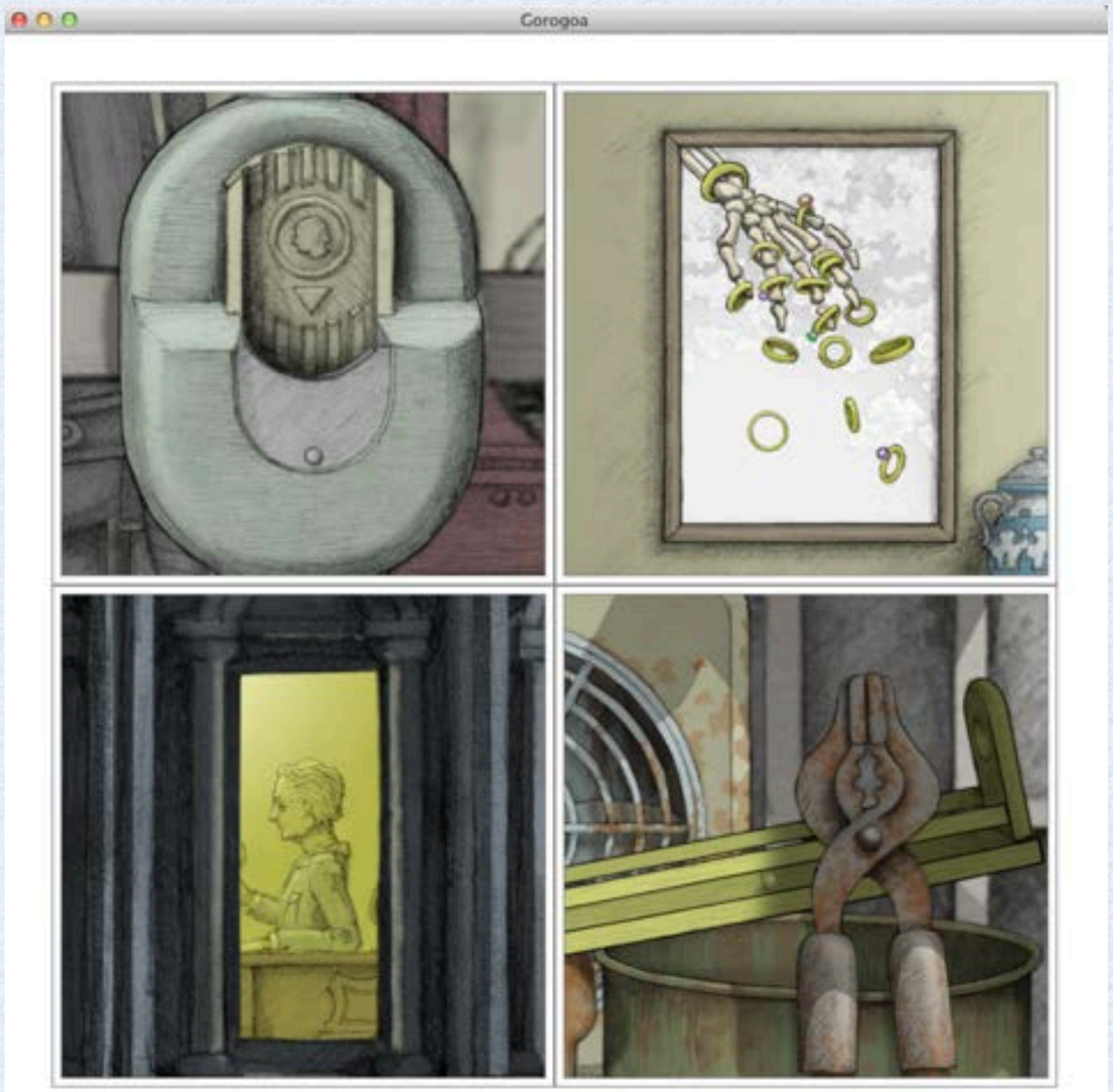
PLANE 21

- TIME SHIFT



PLANE 22

- PIECE TOGETHER



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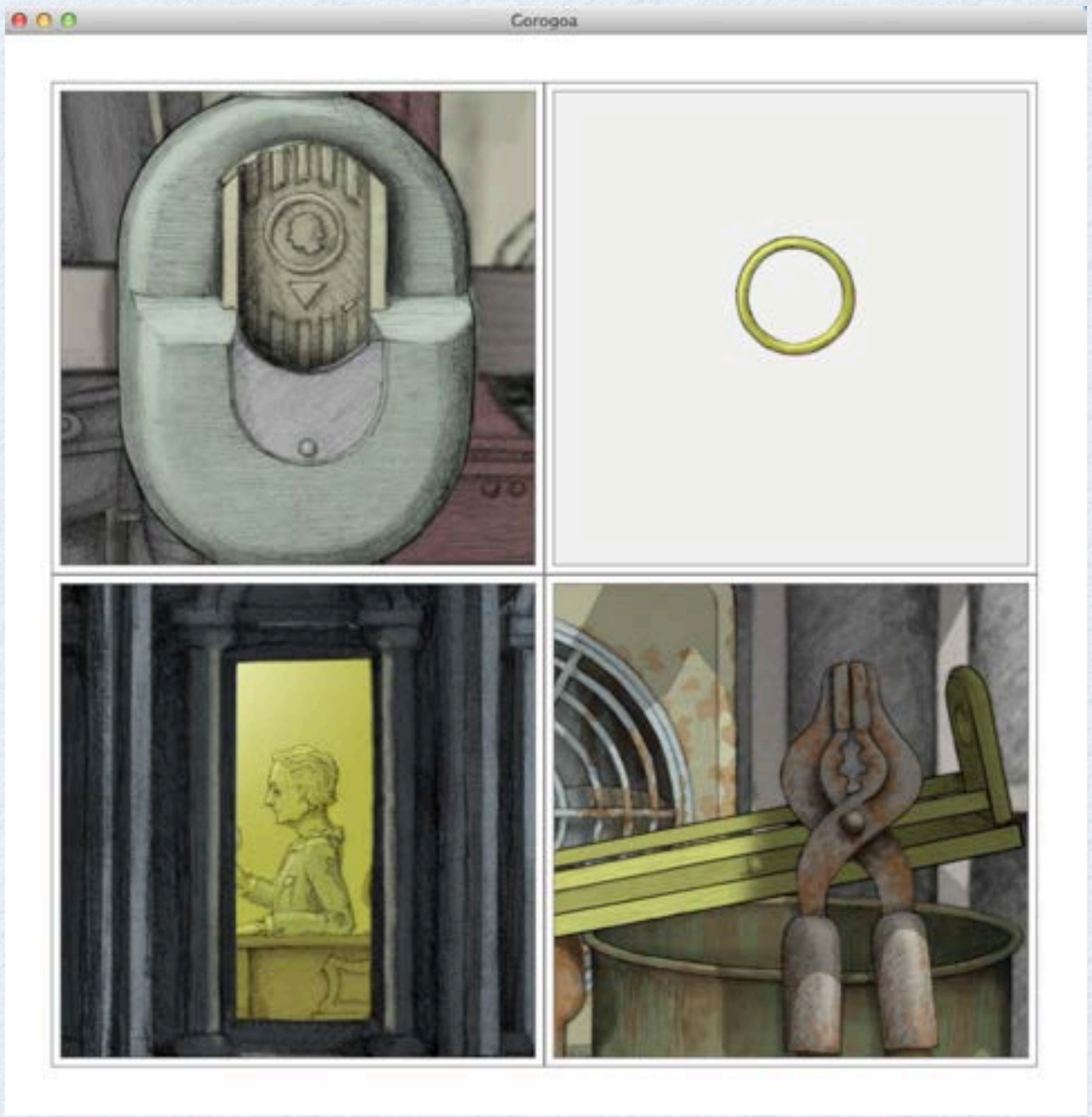

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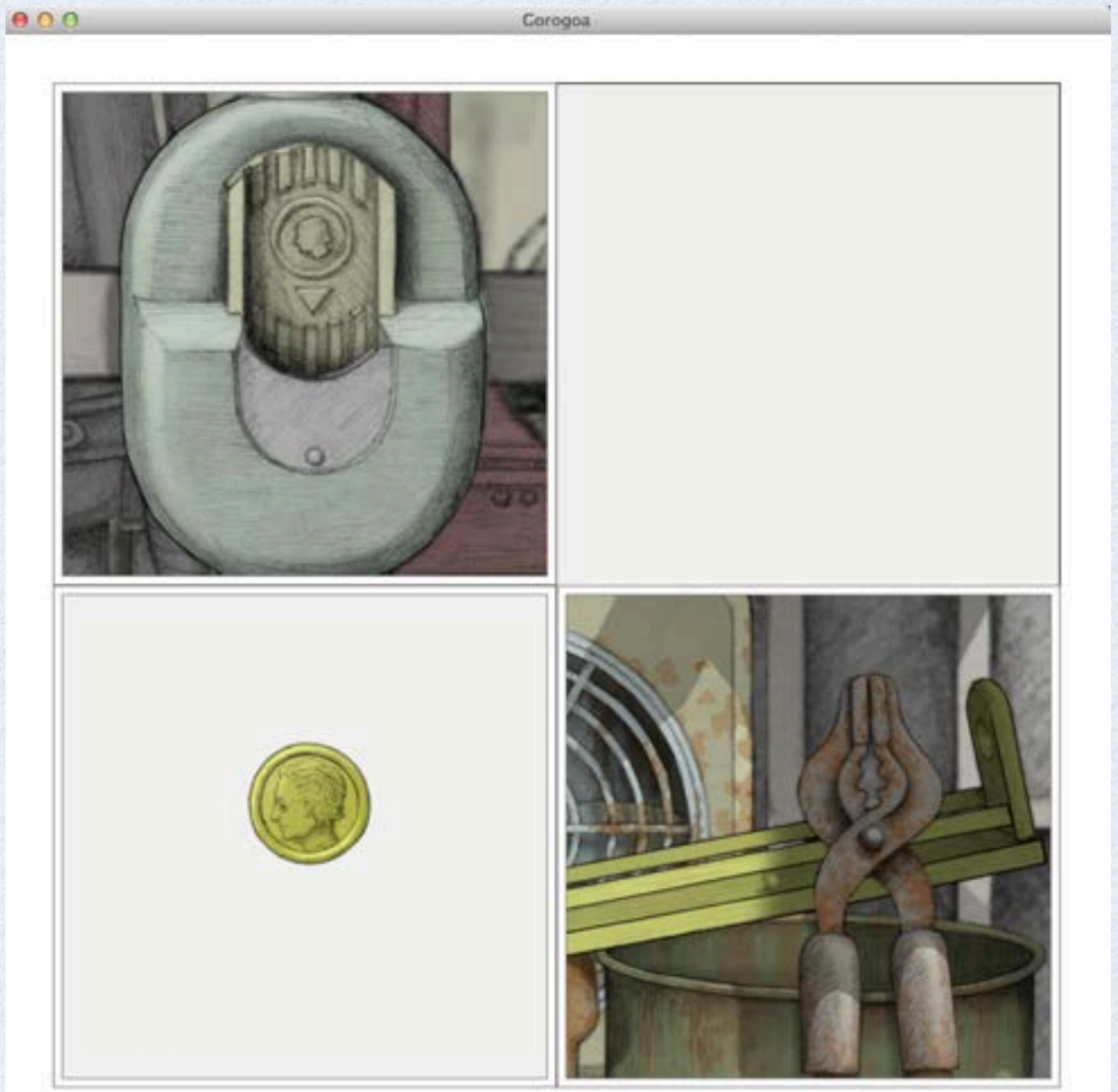

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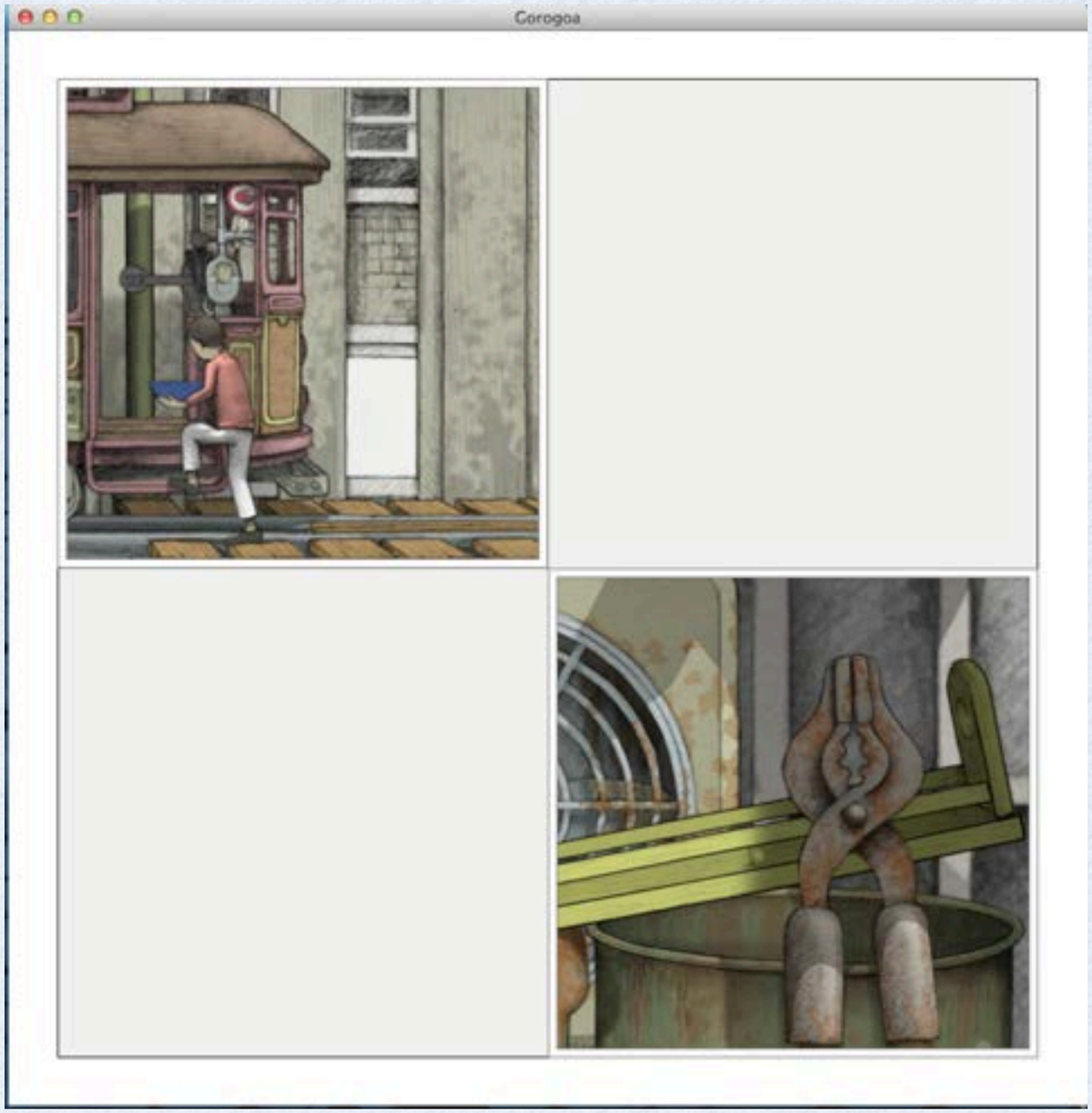
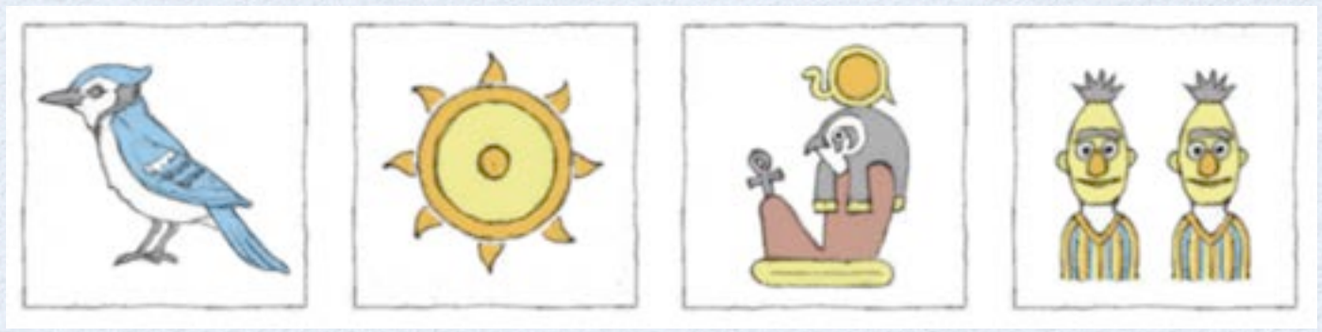


PLANE 23

- ANTICIPATION!

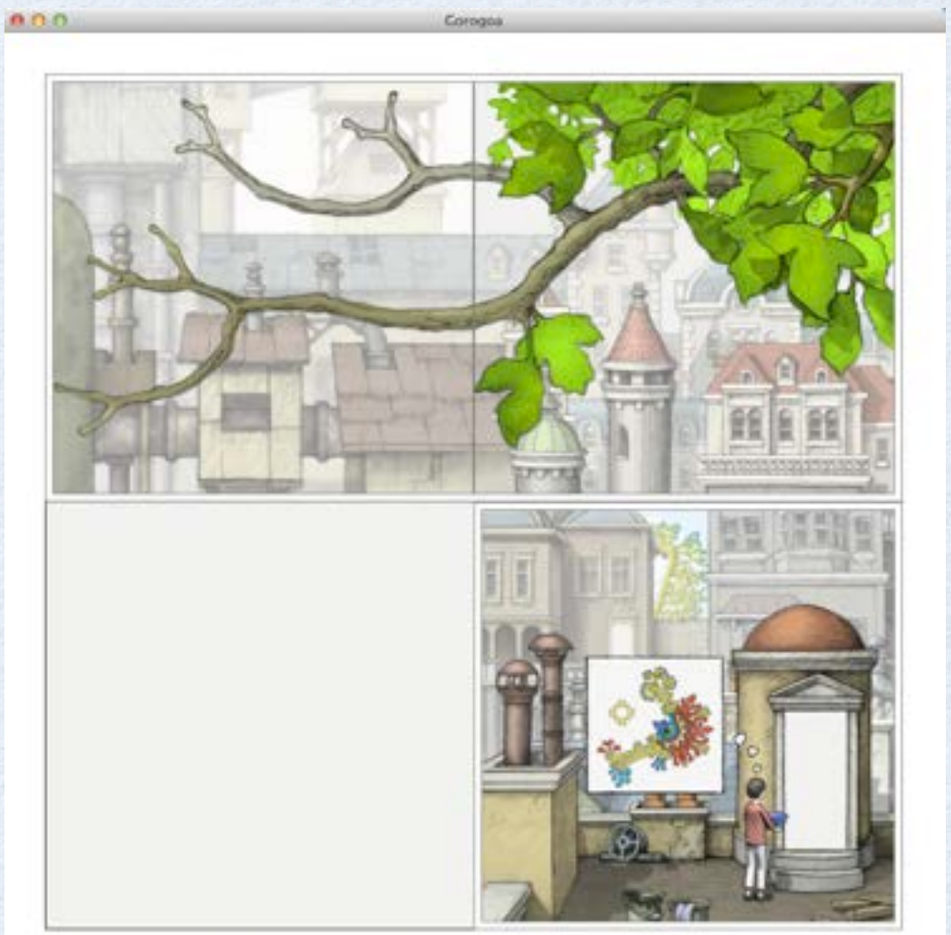
GOROGOA

- FROM JASON ROBERTS
- TILES ARE WINDOWS INTO WORLDS
- KEY IS IN THE CONNECTIONS BETWEEN TILES



GOROGOA

- LAYERED, CONNECTED TILES
- INDIRECT EXPLORATION
- PLANES OF REALITY
- SENSE OF WONDER

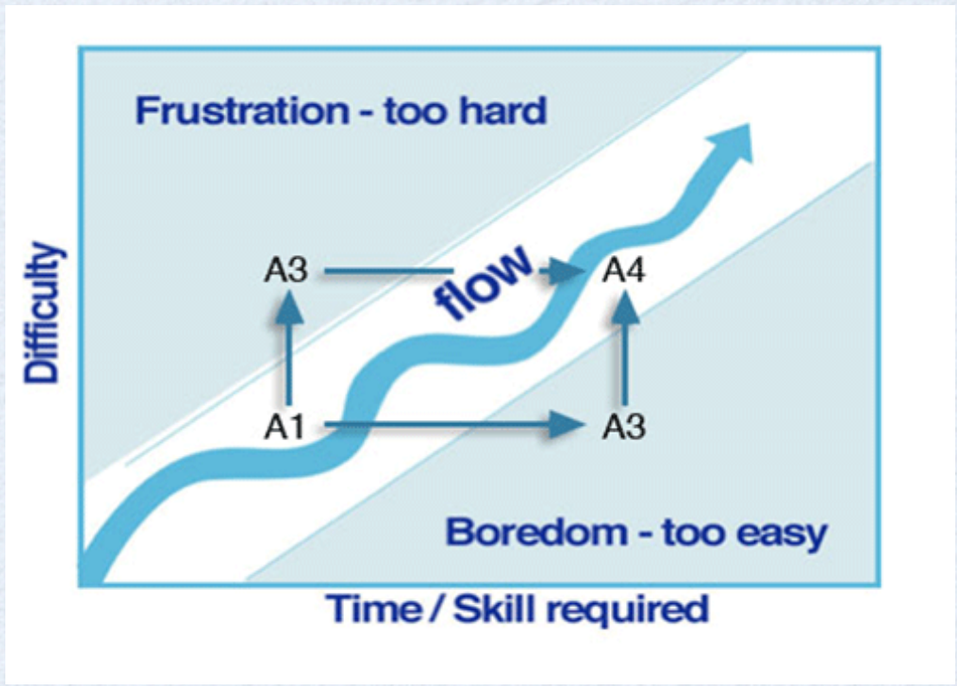


SIMPLY COMPLEX

- SIMPLE MECHANIC
- VARIATION
- ARTICULATION
- EXPLORATION

PLEASANTLY FRUSTRATING

- SCAFFOLDED CHALLENGES
- CHALLENGING REWARDS
- DIFFICULTY & MASTERY
- AGENCY & LITERACY



WELL PLAYED

- VALUE & MEANING
- ILLUSTRATE & ANALYZE
- LITERACY OF GAMES
- GOOD, BAD... BETTER!

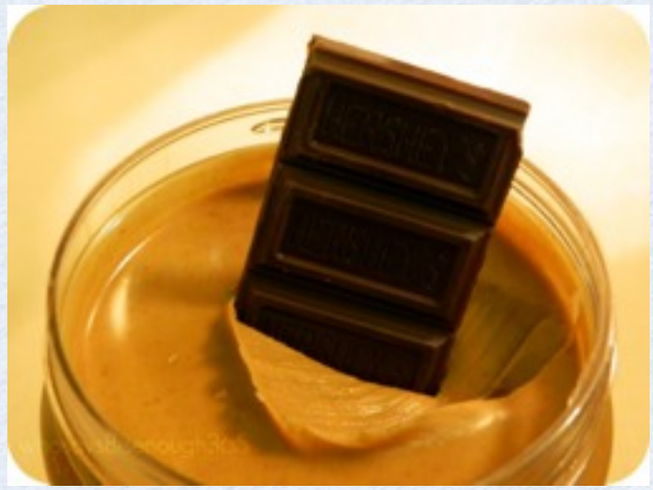
LEARNING GAMES

- BAD = SUCK^N

LEARNING GAMES

- BAD = SUCK^N

- GOOD = PB&C



LEARNING GAMES

- BAD = SUCK^N

- GOOD = PB&C

- GREAT = DIY

At GLS

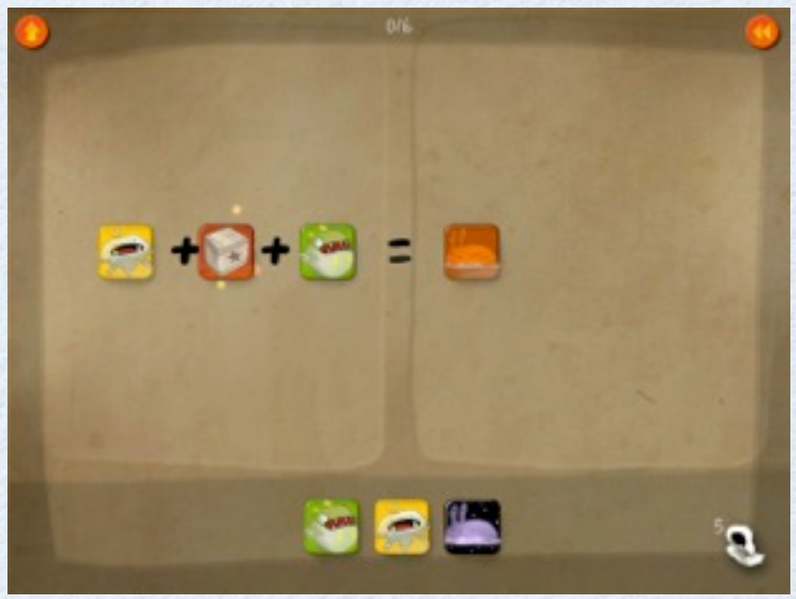
- Games are good learning design
- Indie games & games for impact
- Games+
  - Trying to do more with games

GLS Games + Learning + Society

INDIE + IMPACT

- RESONANCE / DISSONANCE
- VERBS / MECHANICS
- INTENTIONS / EXPERIENCES

- TILTFACTOR
- DRAGONBOX



GAMES FOR IMPACT

- ACADEMIC CONSORTIUM
- BEST PRACTICES

HTTP://GAMESFORIMPACT.COM

THANKS!

- QUESTIONS?
  - DRDREW@CMU.EDU
  - GOROGOA.COM