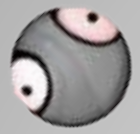
From Experimental Gameplay to the Wonderful

World of Goo

and How Physics is Your Friend



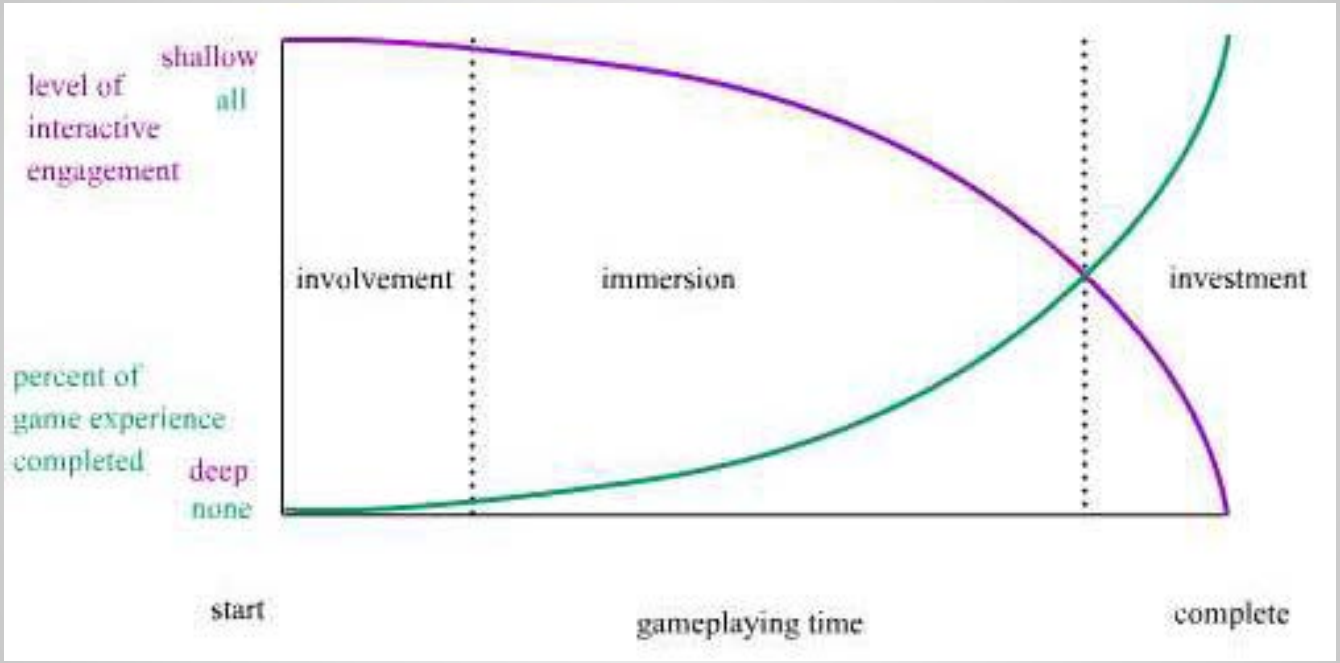
Analysis

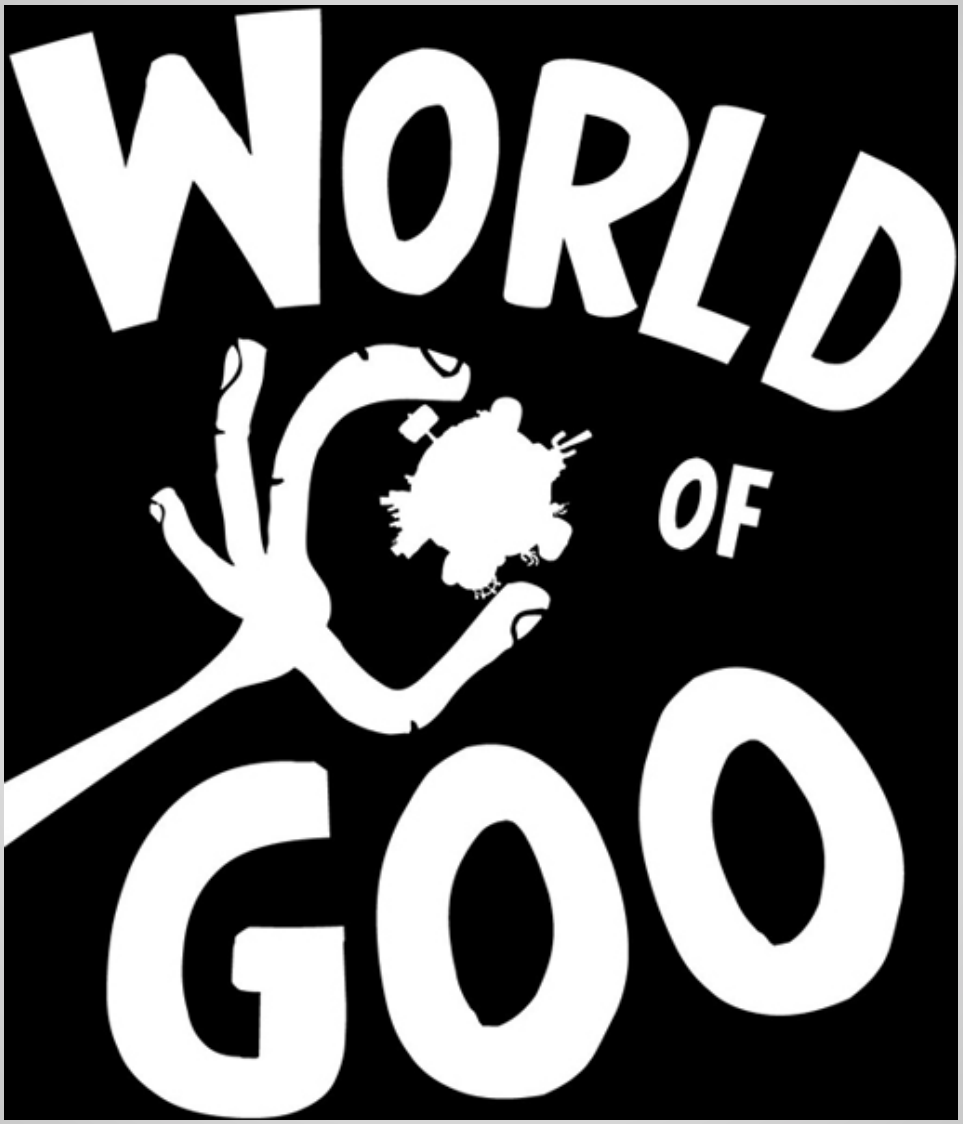
- Narrative Development & Game Design
- Literacy & Mastery of Gameplay
- Learning Units – Flow
- Themes

Narrative

Climax
Conflict
Falling Action /
Denouement
Rising Action
Exposition /
Introduction
Resolution /
Conclusion

Gameplay


shallow
level of
interactive
engagement
all
involvement
immersion
investment
percent of
game experience
completed
deep
none
start
gameplaying time
complete


WORLD
OF
GOO

Analysis

- Cultural Buzz
  - Media Attention
  - Industry Interest
- Development Process
  - Indie
  - Beta Testing
- Playing Experience
  - Game & Story
  - Variations on Gameplay

Full Disclosure

- I know Kyle (ETC)
- Participated in Beta Testing (PC)

- Played Tower of Goo (Unlimited) countless times
- Played Chapter 1 Demo about 6 times
- Recorded complete Play Through for Beta Testing
- Completed Gold Candidate
- Played various Levels multiple times
- Honored to receive Special Thanks
- No Major Spoilers

WORLD
OF
GOO

WORLD OF GOO
CHAPTER 1
"THE GOO FILLED HILLS"

Going Up

Play

Impale Sticky

Play

Fisty's Bog

Play

Buzz

- Media Attention
  - Blogs
  - News
- Industry Interest
  - Conferences
  - Articles
  - Awards
- Community
  - Forums
  - Fansites

Shirts

Tower of Goo

tower of goo
Kyle Gabler
made in 4 days
ExperimentalGameplay.com

Tower of Goo

- **Play**

Experimental Gameplay Project

- Student-Pitched Project at the ETC @ CMU
- 4 Grad Students Prototyping Games
  - Kyle Gabler, Kyle Gray, Matt Kucic, Shalin Shodhan
- 3 rules: Each Game must be…
  - Made in less than 7 Days
  - Made by exactly 1 Person
  - Based around a Common Theme
- Over 50 Games during the Semester

experimentalgameplay.com

experimental gameplay project™

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top rated | most talked about | most recent | name | random

The Experimental Gameplay Project is about **discovering new forms of gameplay**. Each game must be made in **less than 7 days** by **1 person**, and show off something we've **never seen before**. more...

recent developers

gongonpunch

tobias

raquell

greypea

mordekai

kish
developer 2

more...

featured on 2007-12-04 08:05:53

IGF Finalists: Two Made-in-one-week Games

The Indie Game Festival released a list of this year's finalists yesterday. Among the five Seamus McNally Grand Prize finalists were World of Goo and Crayon Physics Deluxe, made by EGP'ers Kyle Gabler and Petri Purho, respectively.

Interesting to see that 40% of the final games chosen this year were based off of prototypes made in less than a week.

To think we knew them when they were little baby prototype games, instead of sul...

read full article

posted by kylegray on 2007-12-04 07:53:09 | comments (5)

featured on 2007-12-04 08:05:19

Call for Games at FLEFF 2008

Radically reconfigured for the 21st century in 2006, the Finger Lakes Environmental Film Festival (FLEFF) is a

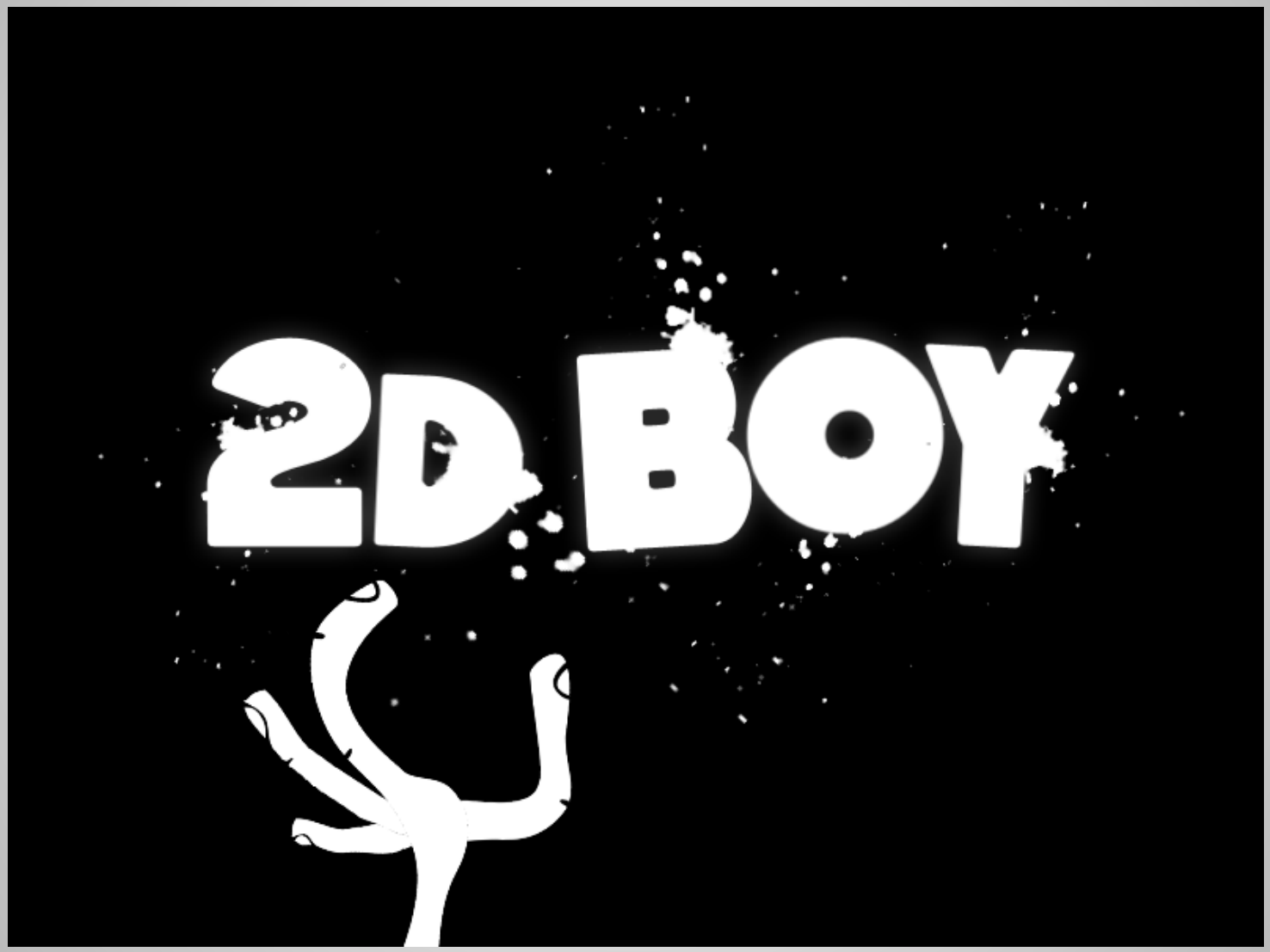
experimental

RaNdOM game

new games

more...

top 21

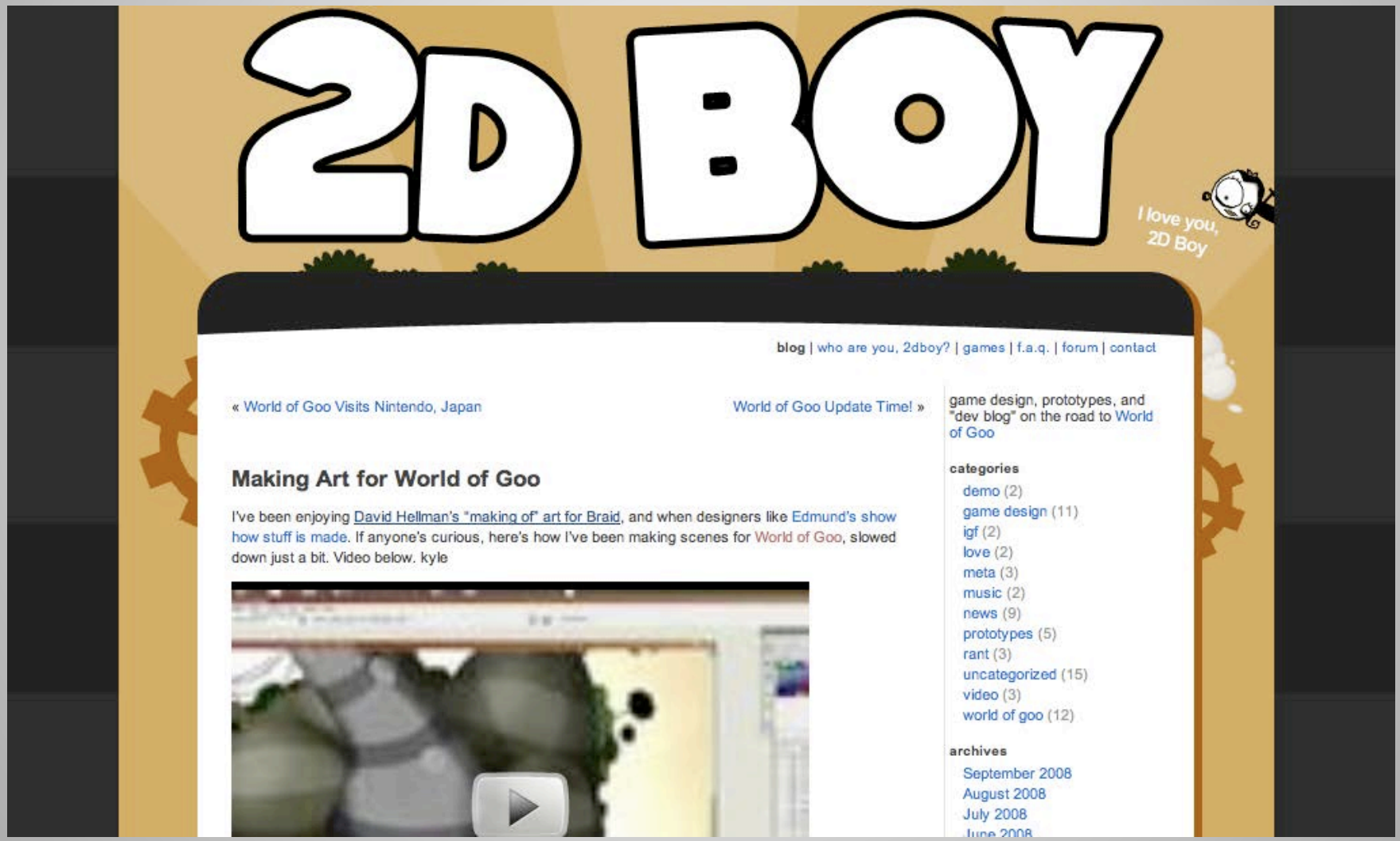

2D BOY

2D Boy

- **Kyle Gabler**
  - **Design, Art, Music and Story**
- **Ron Carmel**
  - **Programming and Production**

- **"… making games the old fashioned way –**
  a team of two, no money, and a whole lot of 'love'…"

2dboy.com


2D BOY
I love you, 2D Boy
blog | who are you, 2dboy? | games | f.a.q. | forum | contact
« World of Goo Visits Nintendo, Japan
World of Goo Update Time! »
Making Art for World of Goo
I've been enjoying David Hellman's "making of" art for Braid, and when designers like Edmund's show how stuff is made. If anyone's curious, here's how I've been making scenes for World of Goo, slowed down just a bit. Video below. kyle
game design, prototypes, and "dev blog" on the road to World of Goo
categories
demo (2)
game design (11)
igf (2)
love (2)
meta (3)
music (2)
news (9)
prototypes (5)
rant (3)
uncategorized (15)
video (3)
world of goo (12)
archives
September 2008
August 2008
July 2008

WORLD
OF
GOO

World of Goo

- **“World of Goo is a physics based puzzle / construction game. The millions of Goo Balls that live in the beautiful World of Goo don't know that they are in a game, or that they are extremely delicious.”**

The Game

- 4 Chapters, an Epilogue and a MetaGame
  - + Additional Chapter for European Release
- 48 Levels
- @ 25 types of Goo
- @ 10-12 hours
- Metagame Leaderboard
- 3 profiles
  - # of Goo Balls
  - Time Units

World of Goo
Chapter 2
"Little Miss World of Goo"

Beauty School

- **Play**

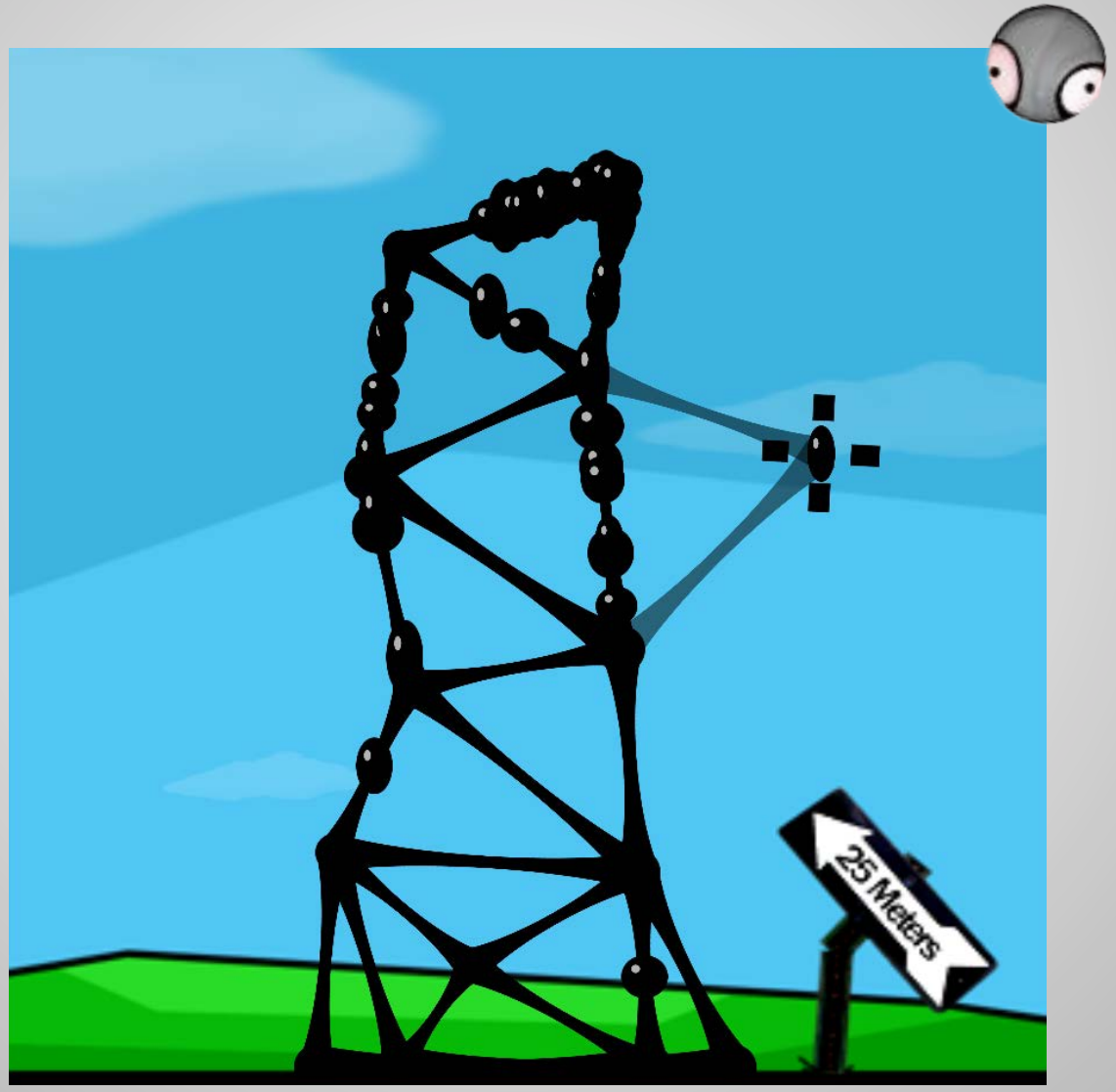
Whistler

- **Play**

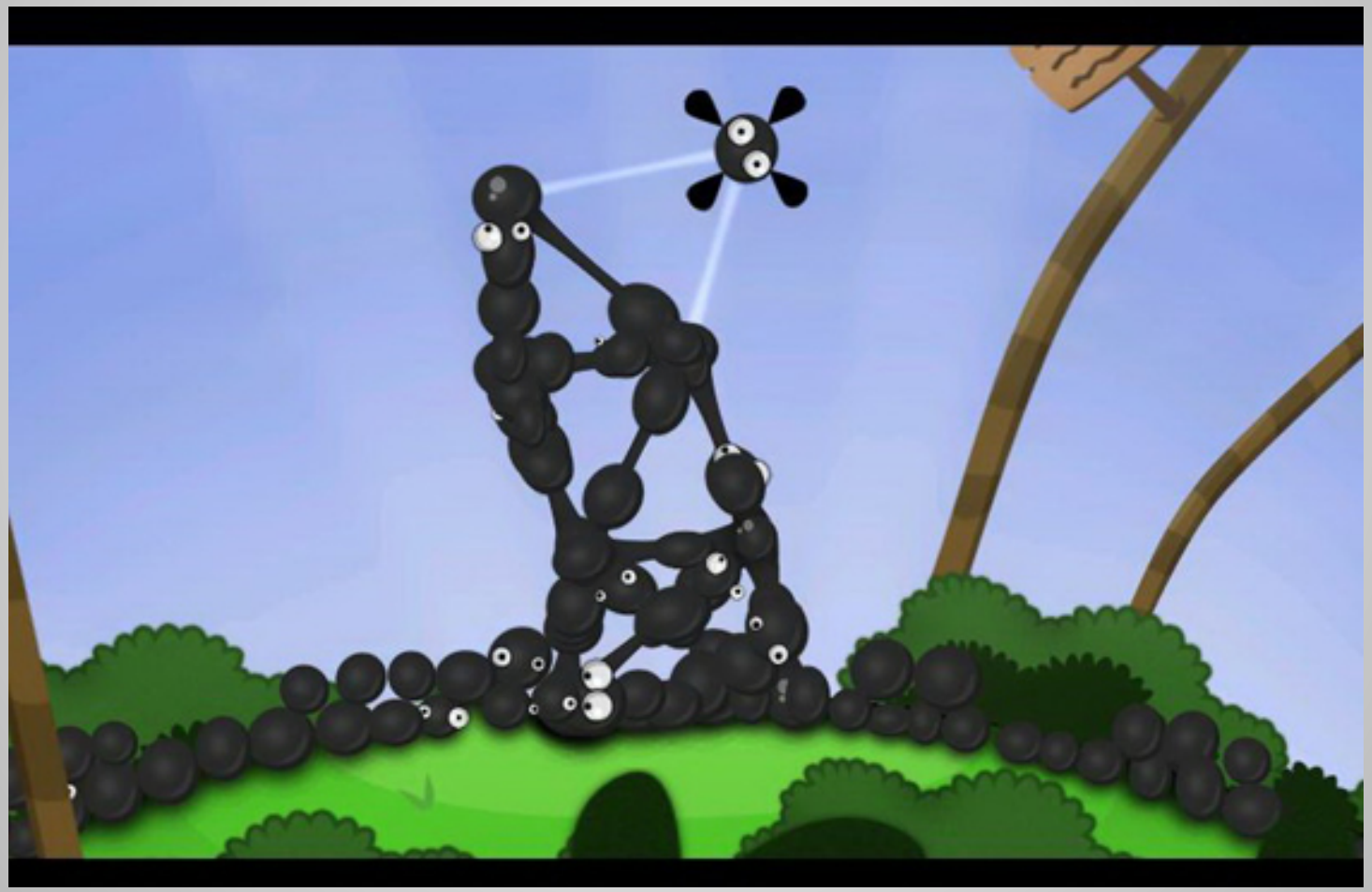
The Red Carpet

- **Play**

Gameplay Mechanic



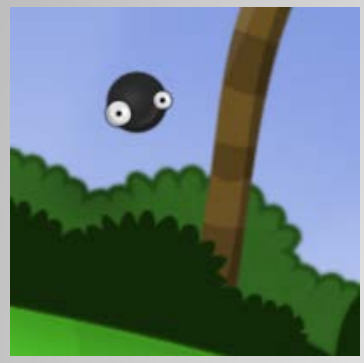
Gameplay Mechanic



Gameplay Variations

- Goos
- Levels
- Islands

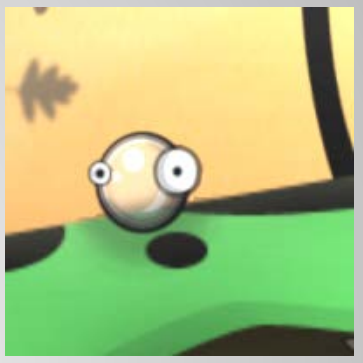
Goos!



Common

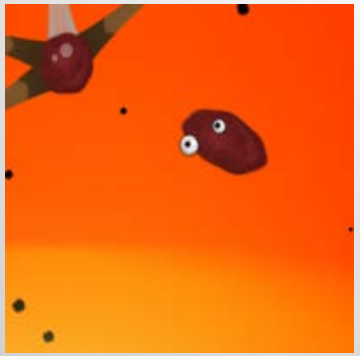
Albino

Ivy

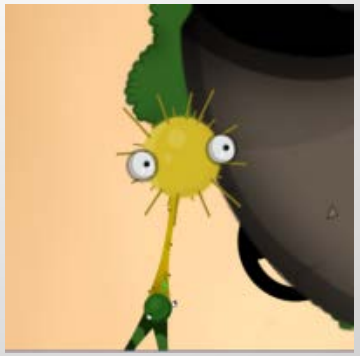


Water

Balloon



Fuse



Pokey

Bone

...and Many More!

Levels

- Construction
- Directions
- Navigation

Islands

- Chapter 1 – “The Goo Filled Hills”
- Chapter 2 – “Little Miss World of Goo”
- Chapter 3 – “Cog in the Machine”
- Chapter 4 – “Information Superhighway”
- Epilogue – “End of the World”

- World of Goo Corporation
- Tower of Goo Memorial Park and Recreation Center

- * Additional Chapter – “The Moon 2.0” *

WORLD OF GOO
CHAPTER 3
"COG IN THE MACHINE"

Burning Man

- **Play**

Misty's Long Bony Road

- Play

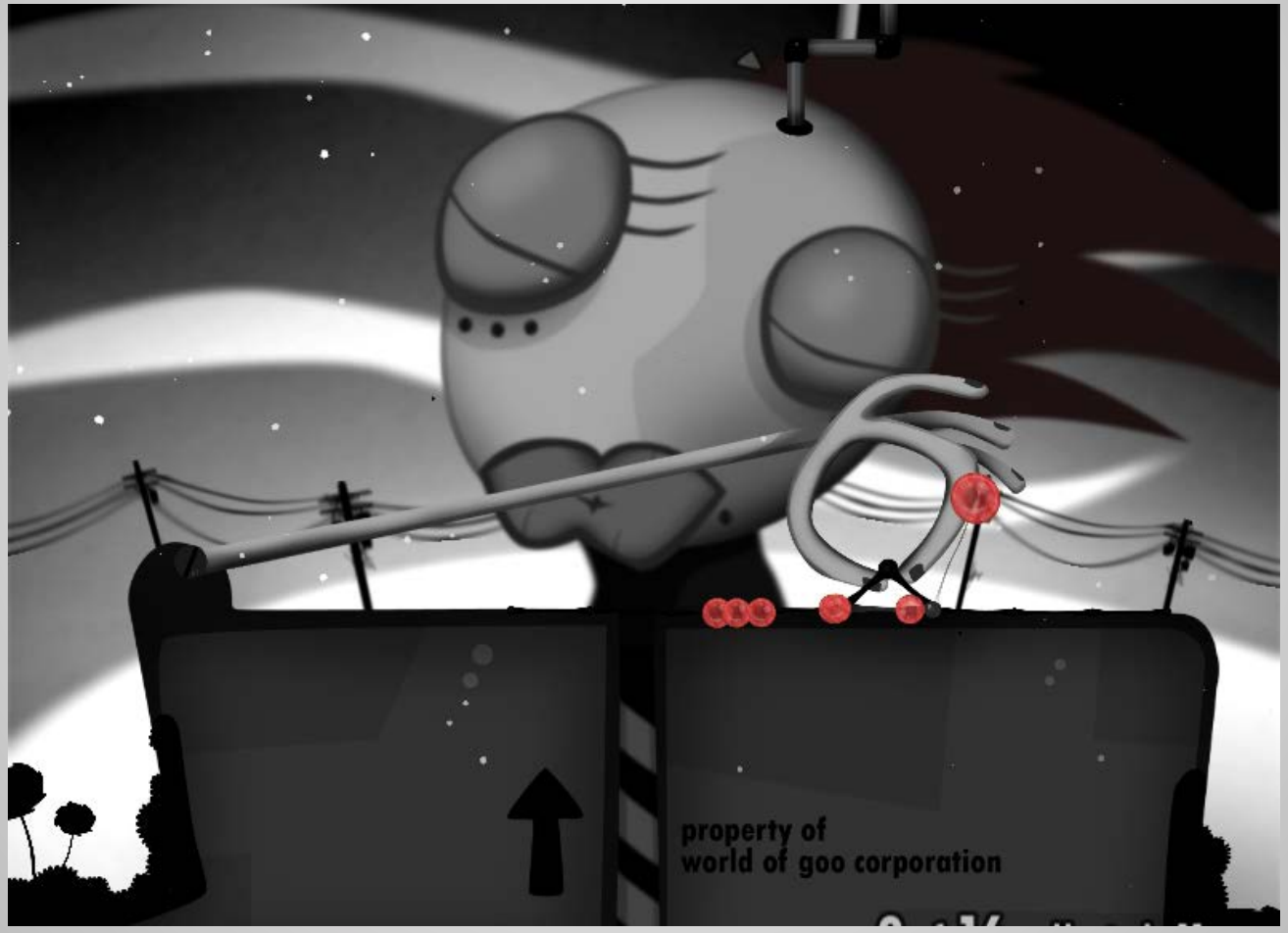
You Have to Explode the Head

- Play

Playful Story

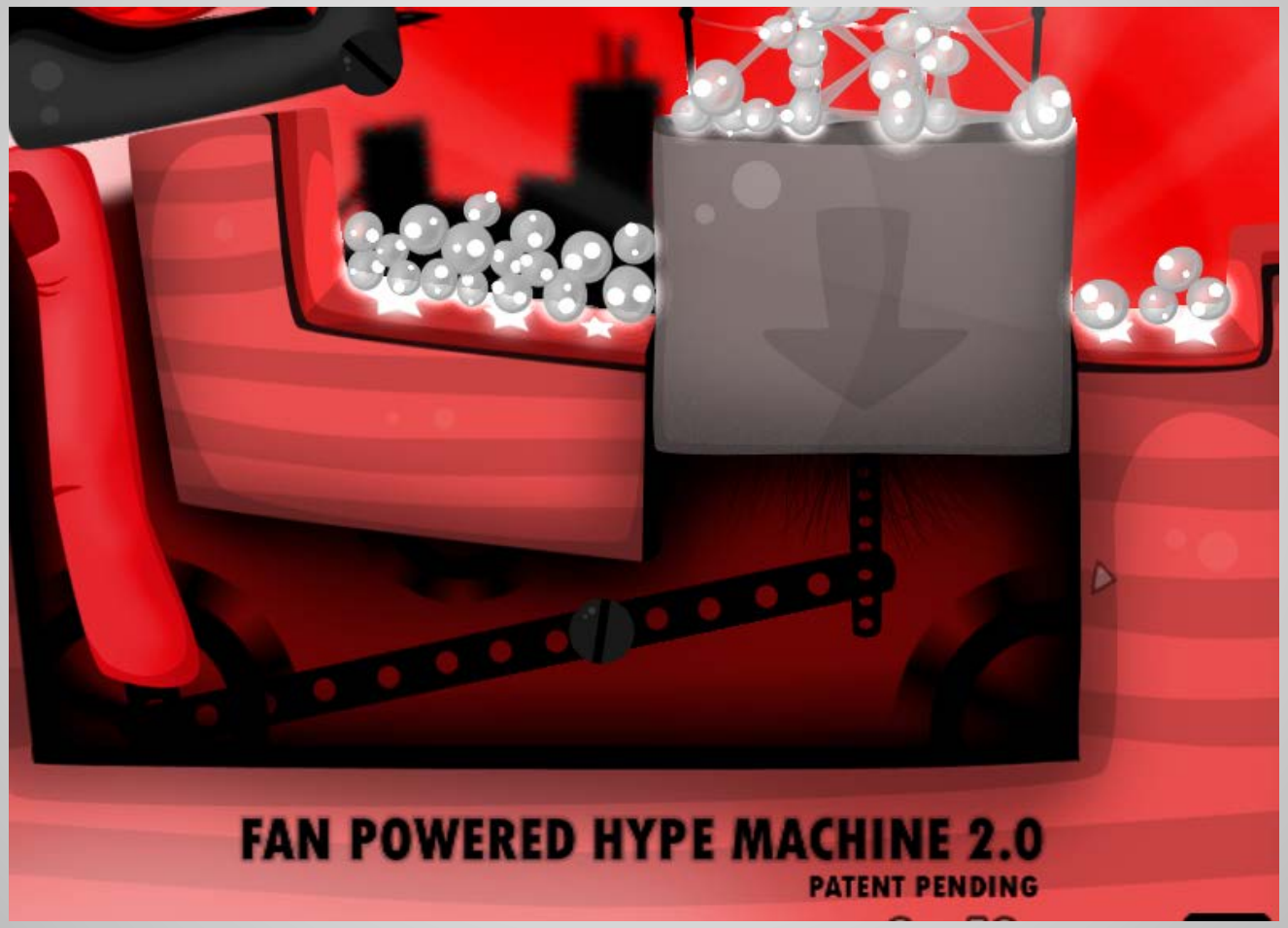
- Satirically Elliptical
- Ambiguously Ominous
- Constructively Gooey

Satirically Elliptical



Ambiguously Ominous

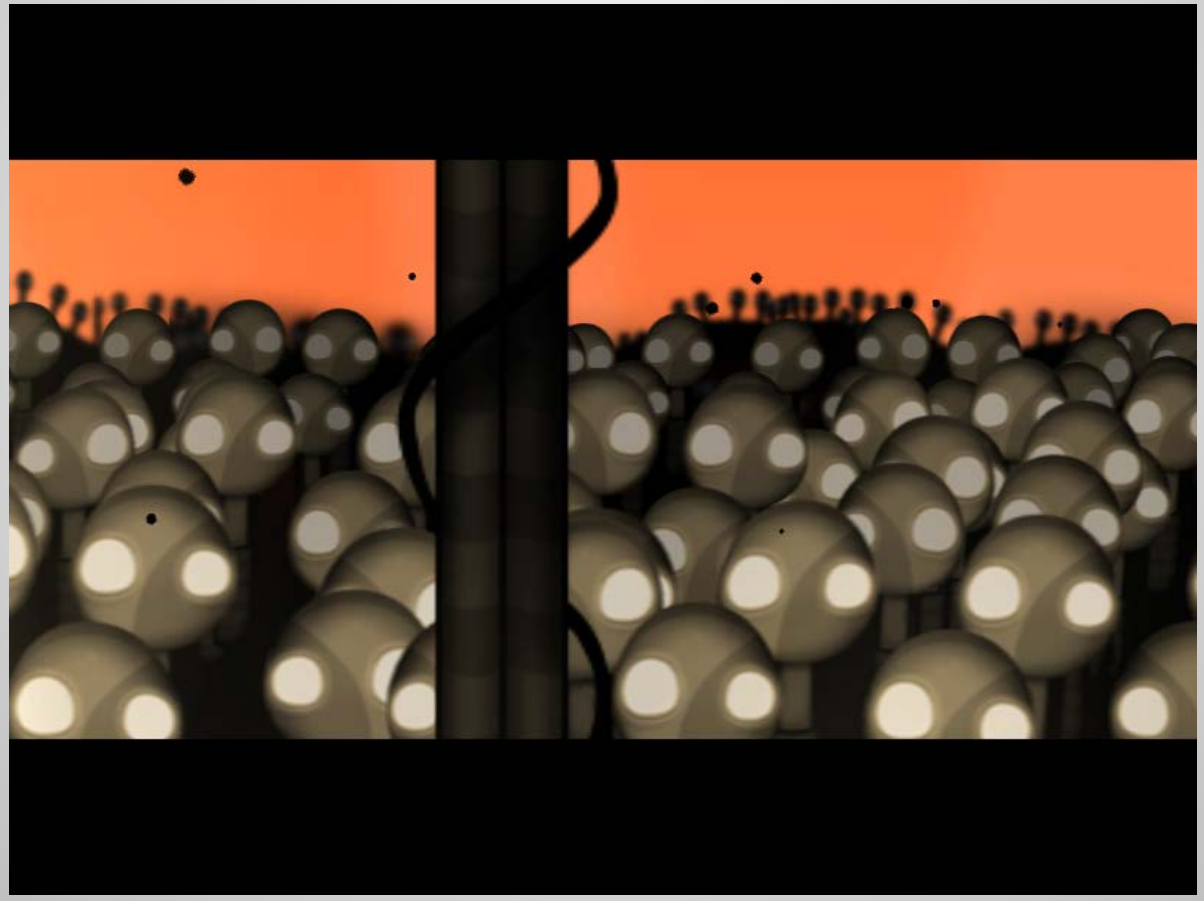
Constructively Gooey



WORLD OF GOO
CHAPTER 4
"INFORMATION SUPERHIGHWAY"

Chapter 4

Super Secret Surprise



Information Superhighway

- Show

Experiential Themes

- Trickster Humor
- Friendly Physics
- GooPunk World

Trickster Humor

Physics is Your Friend

GooPunk World

WORLD OF GOO
EPILOGUE
"END OF THE WORLD"

Infesty the Worm

- Show

Weather Vane

- Show

Horizontal Transportation Innovation Committee

- Show

Literacy & Mastery

- Flow across Learning Units
  - Sometimes Interrupted
- Trickster Humor
- Variations on Gameplay
- Physics is Your Friend
- GooPunk World
- Goo is Elliptically Ambiguous and Ominously Constructive as Satire
  - Open-Ended

Ludic Narrens

- **Homo Ludens**

  +

- **Homo Narrens**

  =

- **Ludic Narrens**

  =

- **World of Goo**

WORLD OF GOO
WORLD OF GOO CORPORATION
GOO BALLS YOU COLLECT IN EACH LEVEL GET SENT HERE. IF YOU PLAY WITH THEM FREQUENTLY, SOMETHING GOOD MIGHT HAPPEN

WORLD OF GOO
TOWER OF GOO
MEMORIAL PARK
AND RECREATION
CENTER

Tower of Goo Memorial Park and Recreation Center

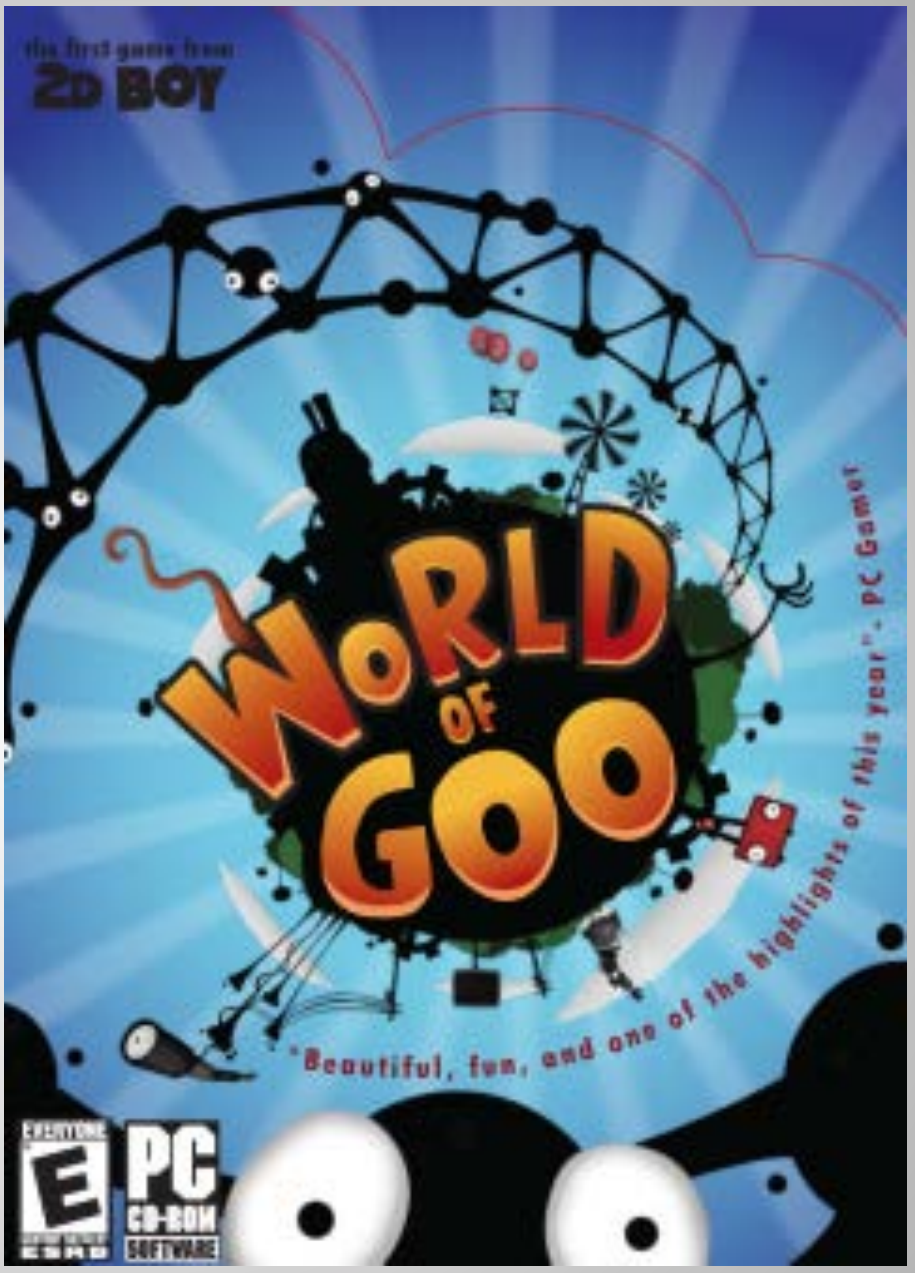
- **Play**

Quality

- Polish across the Board
  - Game Design
  - Art Direction
  - Music & Sound
  - Story
  - Technical
- Independent Revolution

- World of Goo
- Release on 10/13!
- Wiiware
  - 1500 Points
- PC
  - $20

- Mac / Linux
  - Shortly After

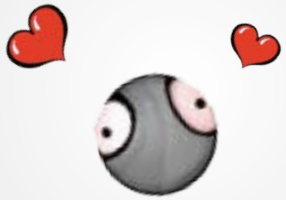


And So…

- Interpret & Analyze
- Buzz & Dev
- Narrative & Gameplay, Learning Units
- Meaning & Themes, Literacy & Mastery

- Well Played
  - ETC Press
    - etc.cmu.edu/etcpress

WORLD OF GOO



Questions?