

What is the difference between Game Designer and Game Developer?

YOW

Dwight Sullivan
Senior Game Developer

Commodore 64



Commodore 64

Apple Macintosh 512



Commodore 64

Apple Macintosh 512

The beginning 1989





PINBALL!



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- 6809 8-bit Assembler



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- **6809 8-bit Assembler**
- **Seat of the pants programming**



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- **Seat of the pants programming**
- **Iterations are everything**



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- **Board game design overlaps with many other flavors of games**
- **Helping someone else is harder than it looks**



WMS - Slot Machines



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- FRAMEWORK



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- 6 Second games!





- **Back in Pinball**

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- Allow the player to have fun.

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 - Implementation and execution are everything

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- Always remember that Game Design is about creating fun

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- Creating Fun is about evoking emotions

A game about game design process

A game about game design process

I just need a few volunteers

A game about game design process

I just need a few volunteers

If you would like to play please take out your credit card and ...

Here is how it works

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- 2 Teams of two
 - 1 Game Designer and 1 Game Developer

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 - 1 Game Designer and 1 Game Developer
- 8 people will represent players of the target demographic

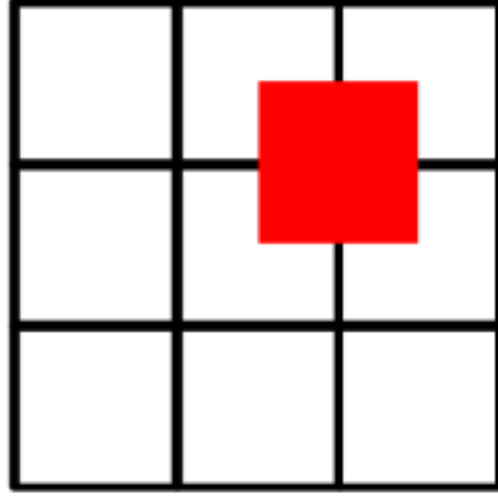
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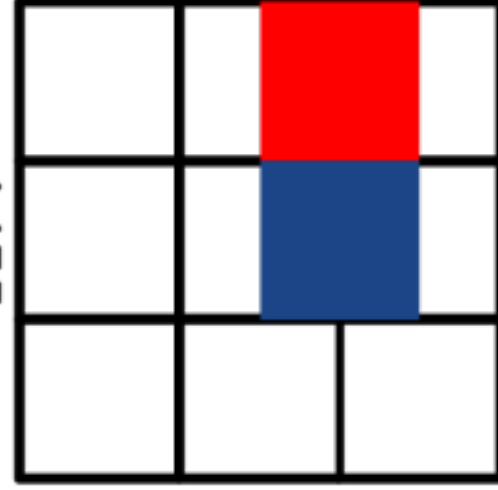
- 2 Teams of two
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- 8 people will represent players of the target demographic
- Each Team will get 3 minutes to talk to 4 players and start to “make” their game
- Then each team will iterate for 3 minutes while talking to the other 4 players

LEFT



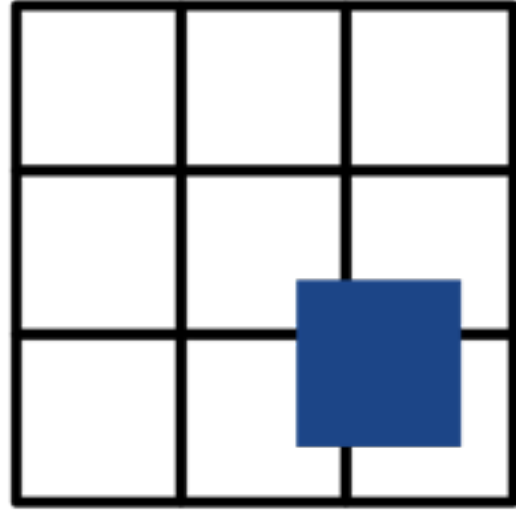
RIGHT

LEFT



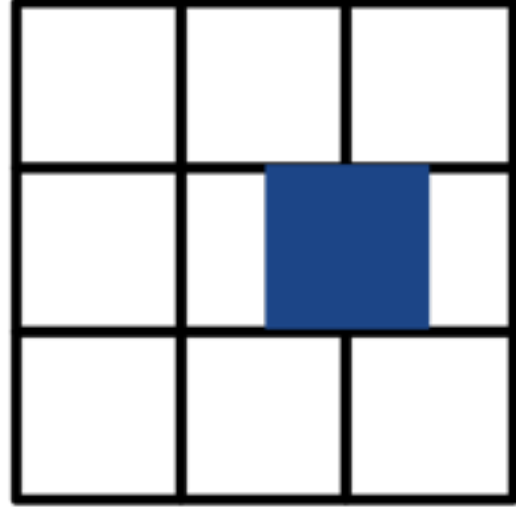
RIGHT

LEFT



RIGHT

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RIGHT

What did we learn?

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- You have to listen to your players

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What did we learn?

- You have to listen to your players
- Iteration is important
- Designing creative content is different from designing technical solutions

5 Main Takeaways

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3. Give the player what *they* want

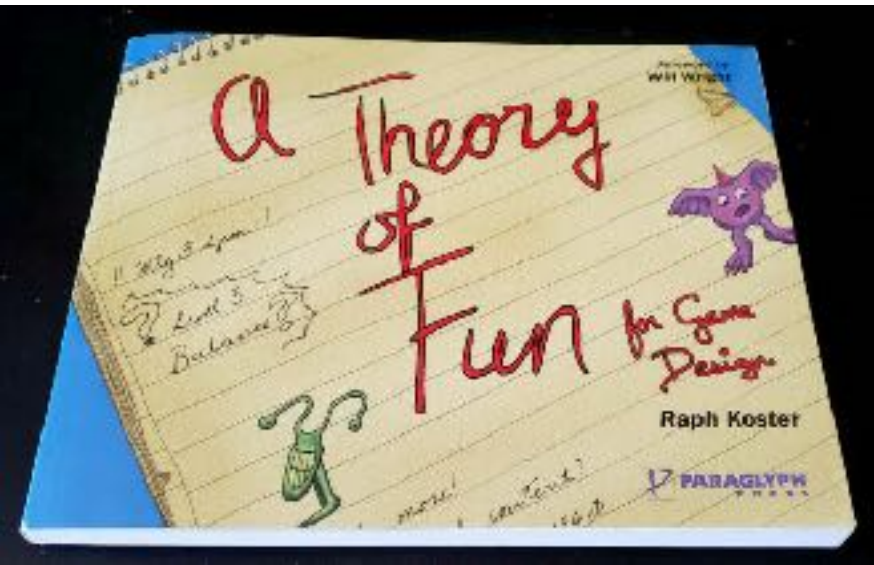
5 Main Takeaways

1. Iterations are everything
2. Don't write “seat of the pants” code
3. Give the player what *they* want
4. Help the person with the vision make their game

5 Main Takeaways

1. Iterations are everything
2. Don't write “seat of the pants” code
3. Give the player what *they* want
4. Help the person with the vision make their game
5. Creating fun is about evoking emotions

The Art of Game Design,
A Book of Lenses
By JESSE SCHELL



A Theory of Fun for
Game Design
By RAPH KOSTER

QUESTIONS?



**Thank
you for
your
time!**



**Thank
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time!**



**Thank
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time!**





Game Developer

Williams Electronic Games,
November 1989





Game Developer

Williams Electronic Games,
November 1989

Game Developer

Stern Pinball Inc
November 1999

A horizontal timeline with a purple dotted line. Three purple circular markers are placed on the line. From each marker, a vertical teal line extends upwards and downwards. At the top of each teal line is a small teal dot. Text is placed to the right of each marker, with the job title in bold black font and the company name and date in a lighter grey font.

Game Developer

Williams Electronic Games,
November 1989

Game Developer

Stern Pinball Inc
November 1999

**Lead Software
Engineer**

WMS Gaming
January 2009

A horizontal timeline with a purple dotted line. Four purple circular markers are placed along the line. From left to right: 1. A teal vertical line goes up from the first marker to a teal dot, with text above it. 2. A teal vertical line goes down from the second marker to a teal dot, with text below it. 3. A teal vertical line goes up from the third marker to a teal dot, with text above it. 4. A teal vertical line goes down from the fourth marker to a teal dot, with text below it.

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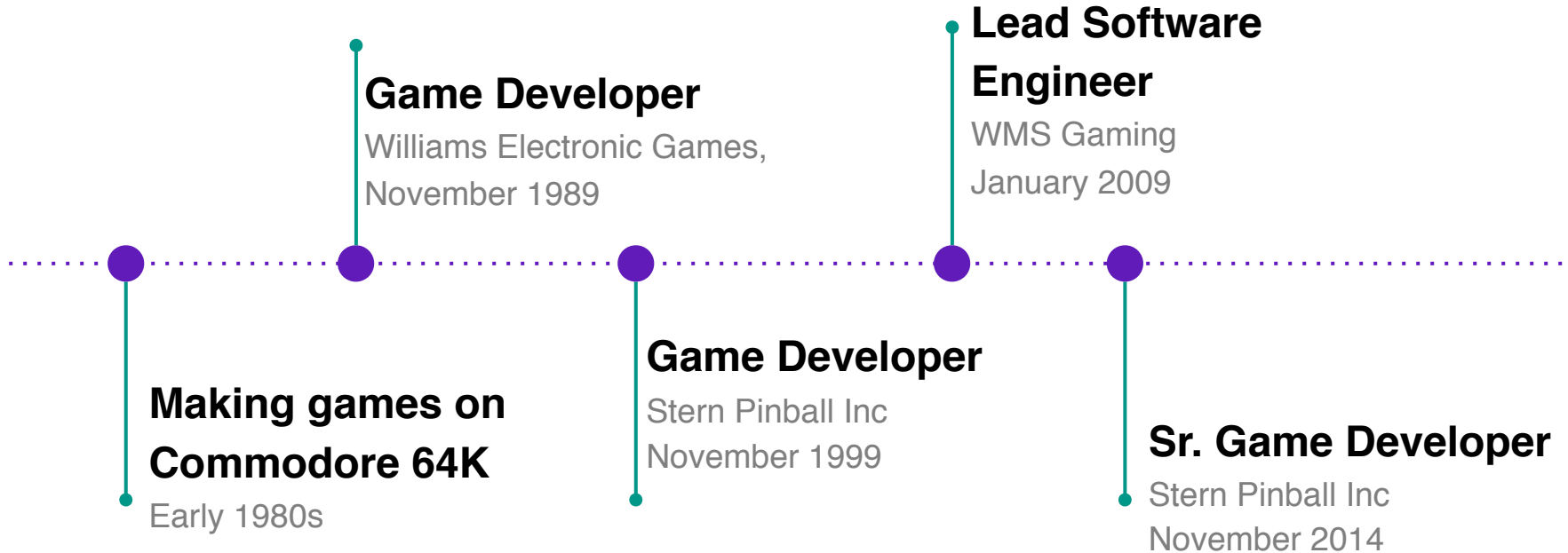
**Lead Software
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WMS Gaming
January 2009

Sr. Game Developer

Stern Pinball Inc
November 2014

Proof I am getting old!



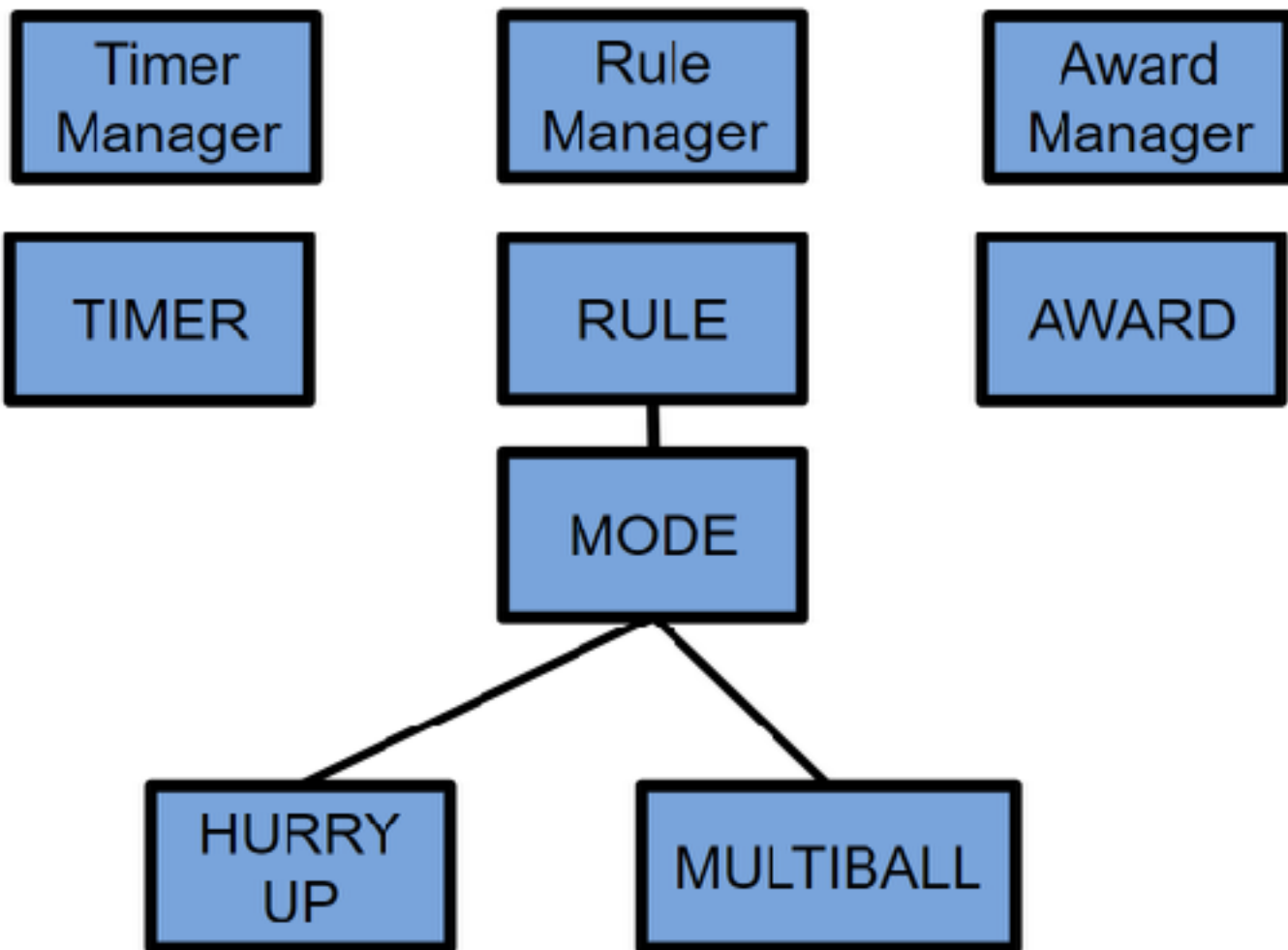
Realtime Challenges

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- All games can not be Half Life

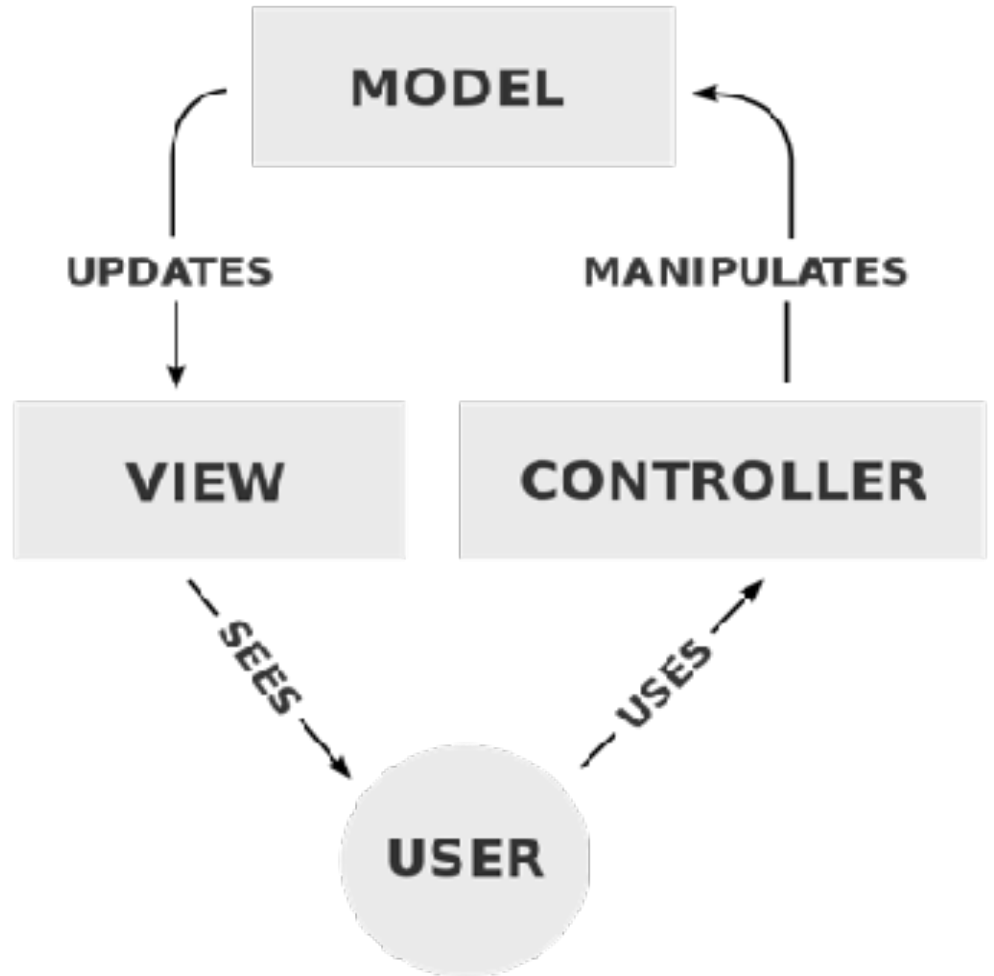
Realtime Challenges

- All games can not be Half Life
- Testing



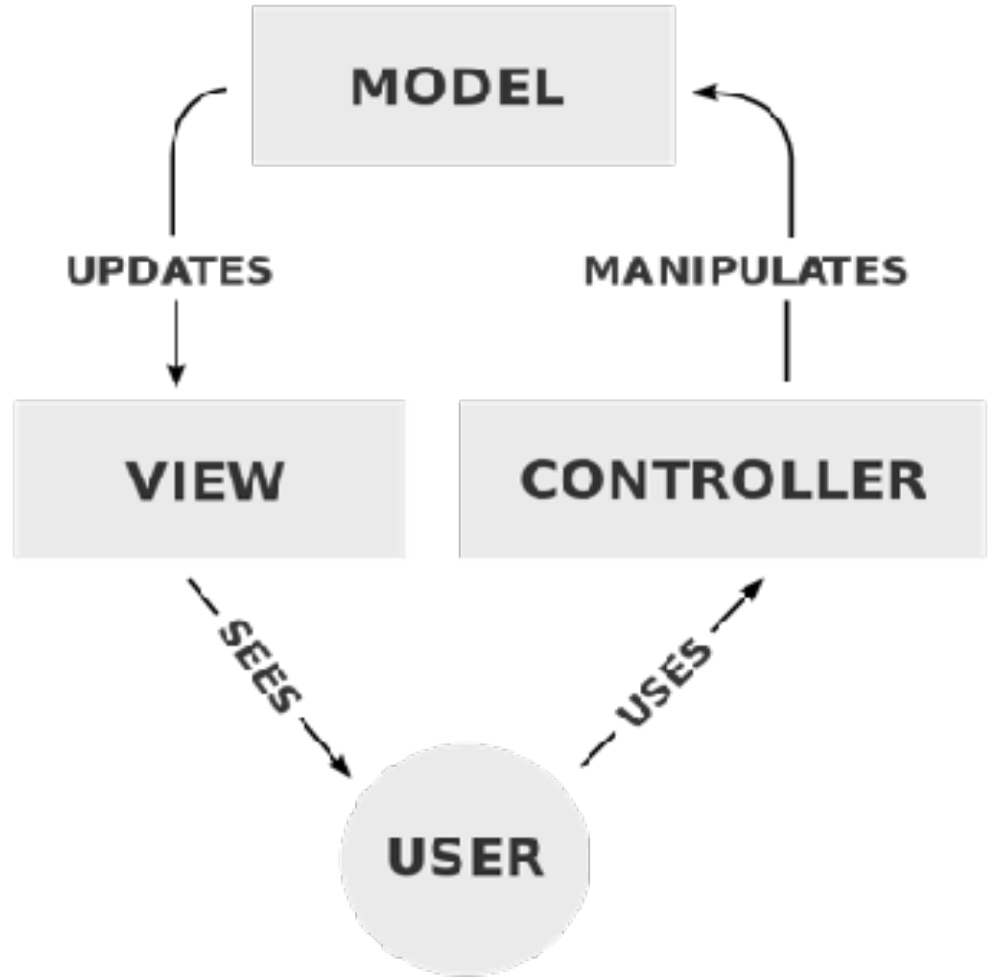
Having the right mindset

Having the right mindset



Having the right mindset

- Developing games is different than regular code development





- **Back in Pinball**
- **Brought what I learned at WMS**