



**devilkitten design**

# Game Guru

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# Introduction

## Document release history

Release	Date	Author	Purpose of revision
1	2003-09-19	Åsa Roos	Initial version
2	2003-09-21	Åsa Roos	Added split interface for gamedesign/ storydesign, also some thoughts on Concept

This application aims to simplify the creation of games and game storylines for the purpose of production and concept creation. It will allow the author(s) to keep track of concepts and storylines, and also to visualize the storyline in a set timeframe.

The application can be used to store ideas, to create new ideas and to keep track of ideas in production. Enough marketing bullshit. You get the idea.



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# Design Specifications

## Common Features

This application should have the following features:

- Creating a new guru document.
- Opening an existing guru document
- Closing an existing guru document
- Saving a guru document
- Editing a guru document
- Entering text into a document
- Entering images into a document
- Limited layout options?

## Features Story Design

The story part should have the following features:

- Options to create topics
- Options to rename topics
- Options to delete topics
- Options to edit topics
- Options to save topics
- Options to enter topics into a timeline
- Options to view a timeline with tags for different topics
- Options to edit the timeline by moving topics
- Options to link topics to one another
- Options to create subtopics
- Options to rename subtopics
- Options to delete subtopics
- Options to edit subtopics
- Options to save subtopics

## Features Game Design

The game design part should have the following features:

- Options to create a design flowchart
- Options to edit flowchart.



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## Guru Document Definition

A Guru document should consist of the following information:

- Concept – This is the highest node in the structure. Concept is the overall structure of the document. A concept can contain one or more topics as well as a Game Design structure with configurations and character abilities.
- Topic – a topic is the item the author wishes to expand upon in more detail. A topic consists of one or more subtopics.
- Subtopic - a subtopic are the details of a topic.
- Timeline – a timeline is the order in which topics are listed. It serves to give the author an overview of how the concept or story is coming along.
- Game Design flowchart – an overview of the gamedesign that closely follows the timeline, but where the game progression structure is listed. This will give the game designer a good view of how the player progresses through the game, utilizing abilities, ability locks and story locks. It should be possible to link topics and abilities to this flowchart.

## Creating a new concept

Initial screen will allow the creator to set generic information about the game. The generic information has no effect on the coming structure, it's only to aid the game creator. This generic information is the following:

Project title – Project title is the working title of the game. This can be edited.

Game genre – This is the genre of the game, it being RTS, RPG, Action, Adventure or what have you. This can be edited.

Target platform/s – this is the platform the game is thought to operate on, be it console, PC or handheld. This can be edited.

Size and Scale of game – this is the approximate size of the game, this will contain a few subcategories. These subcategories are estimated gameplay, estimated world size (?), number of Real Time Movies (RTMs), character abilities, AI-characters and other features. Possibly the world size, RTMs, abilities, characters and features can be linked to the Size and Scale dialogue, updating this automatically whenever a new asset has been added.

Game vision statement – this is the goal and vision of the game, and it should be only a short paragraph. As a help for the vision statement there should be a number of questions that the game creator can use as support when writing.