D4 : Dawn of the Dreaming Director's Drama

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Hi everyone!

Roadmap

- About D4: Dark Dreams Don't Die

- Play Video
- Initial Game Design: Adventure Parts

- Initial Game Design: Action Parts

- Review

What we wanted to do with D4

- Character Empathy and Sensory Replication

First, let's take a look!

- Play Video

Initial Game Design: Adventure Parts

- Movement and Exploration (1)

Initial Game Design: Adventure Parts

- Movement and Exploration (2)

Initial Game Design: Adventure Parts

- Movement and Exploration (3)

Initial Game Design: Adventure Parts

- About interacting (Coffee Cup)

Initial Game Design: Adventure Parts

- About interacting (Bathroom Sink)

Initial Game Design: Adventure Parts

- About interacting (Phone)

Initial Game Design: Action Parts

- About QTEs

Also…

Then, we decided

to turn human movements into symbols and try to replicate sensory experiences.

That became the basis of our design for the adventure parts and action parts.

Let's think about this.

I think that the history of player control is actually just a big series of symbolizations.
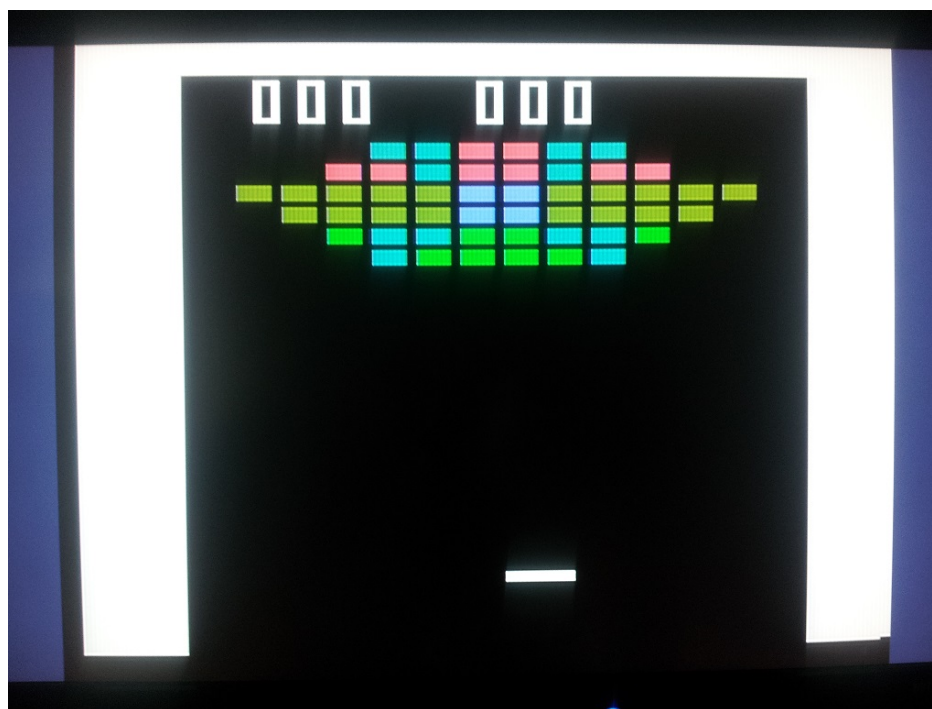
· Shooting trigger input = Guns

・Fighting game command input = special moves

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· Sports game button mashing = dashing

©Konami

· Joysticks for block breaking = horizontal movement

©Nintendo

・ etc… there are tons of different examples.

The key to replicating sensory experiences is turning actions into symbols!

That's pretty much been our guiding principle in designing D4.

Even when working with a new device like Kinect, we should look back on game basics and think of things in more simple terms.

I think that will allow us to take a purer look at what we really want to express through game design.

In other words,
rather than matching our game design
to new input control devices, we need
to take control of such devices to match
OUR game design.

That's it,
I love you all!

ACCESS GAMES