

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)





Just
moving
around is
tiring!



Initial Game Design: Adventure Parts

- Movement and Exploration (2)







Moving
and
grabbing
are
controlled
in the
same
way.
Problem.

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)







Some of us
gave up
trying to
use the cup,
sink and
phone
because it
was just too
hard.

Initial Game Design: Action Parts

- About QTEs





No time to
enjoy the
drama



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



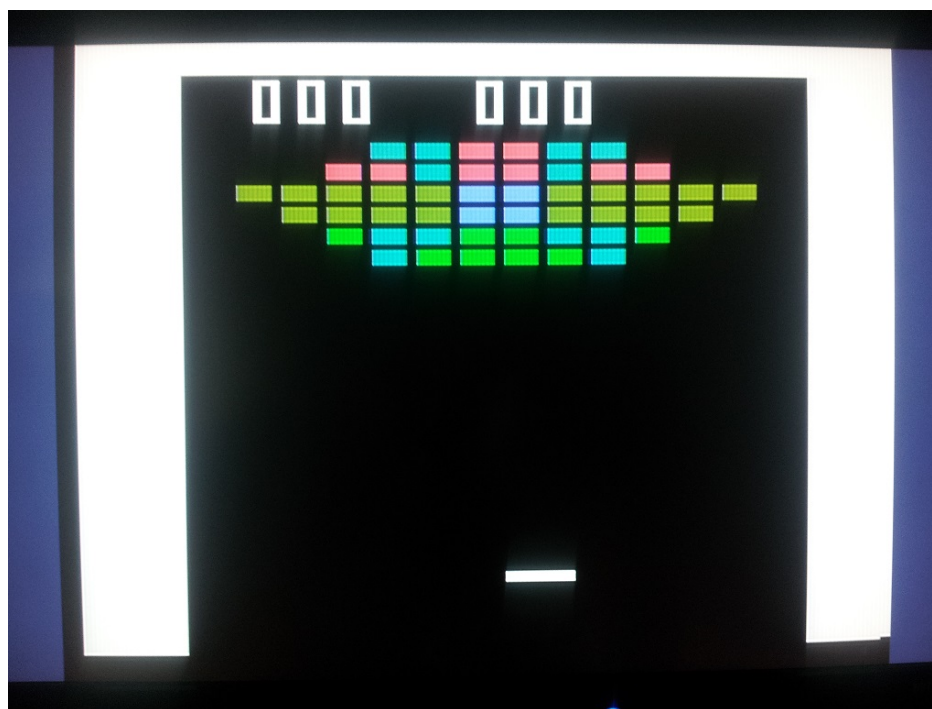
- Fighting game command input = special moves



- Sports game button mashing = dashing



- Joysticks for block breaking = horizontal movement



- etc... there are tons of different examples.



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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!

