



Following The Fun

How We Designed Gameplay
For LawBreakers

Dan Nanni

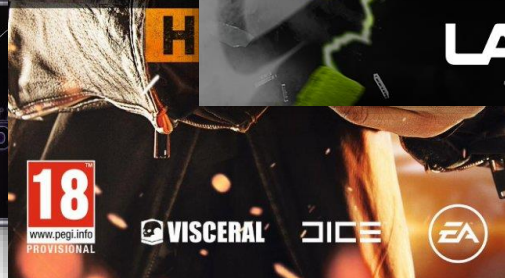
Lead Designer

Boss Key Productions



INTRODUCTION

Ringling College of Art + Design









Session Topics

Initial Targets

Define and Use Pillars

Checkbox Design

Fun Over Function

Expect & Embrace The Unexpected

To Be Continued...



INITIAL TARGETS

OUR CORE LOOP

- Movement abilities, verticality
- Class-driven gameplay
- Gravity-altering effects
- Objective based game modes
- Gunplay primarily



OUR AUDIENCE

- Arena shooter nostalgia
- Competitive gamers and sports fans
- Depth and mastery seekers



ON THE 30's

30 sec
Recognition and
Intuition



30 min
Core Loop



30 hr
Retention



30 day
Community and
Competitive

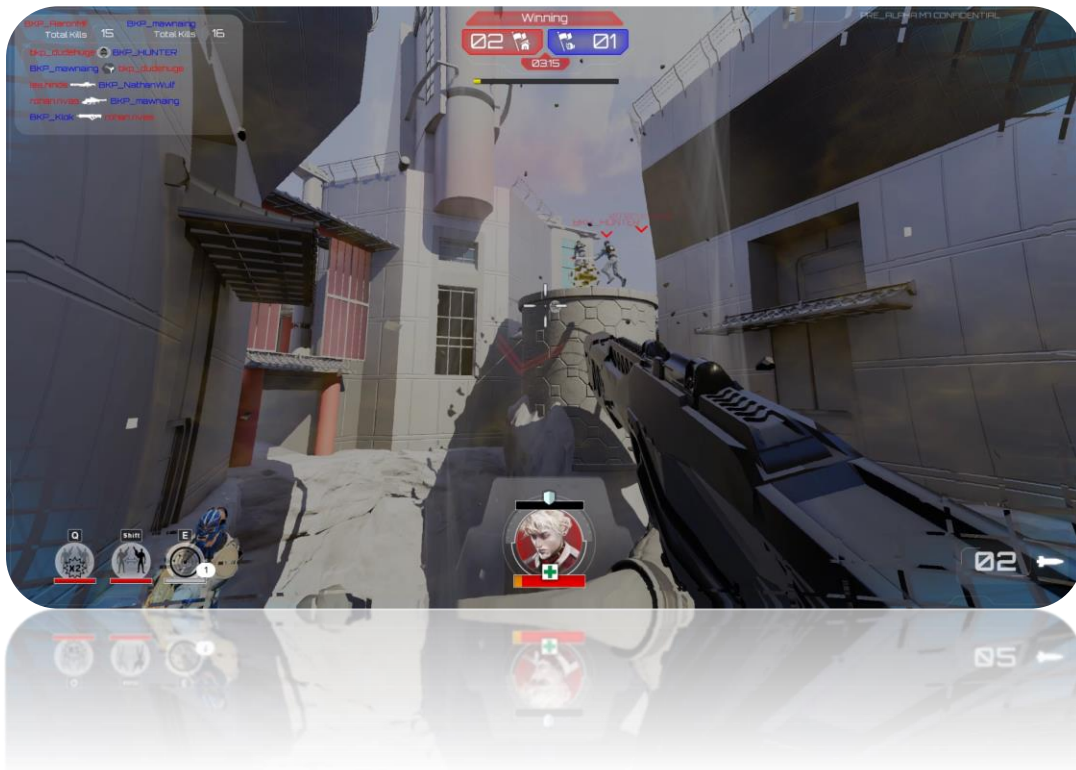


30 month and beyond...
Fanatics

30 SEC/MIN

- Core shooting & movement
- Rough time-to-kill (TTK)
- Ideal encounter distances
- Map size with blueprint
- Our first three classes (roles)
- Showcase game mode
- Ton of experiments

12 months (Aug 2014 - Aug 2015)

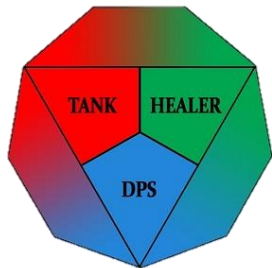




DEFINE & USE PILLARS

PILLAR APPROACH

- Avoided broad terms
- Avoided forced choices
- Remained flexible



PILLAR 1: DEPTH OVER BREADTH

THE VANGUARD

The Vanguard is a highly mobile fighter that flies above the battle and rains down destruction on its enemies. Using their personalized flight suits, a Vanguard can rocket across the map to quickly bring the firepower of the Hydra Tri-Core Cannon and the gravity altering effects of their Starfall ability to a fight. While the Vanguard's primary weapon is designed for ranged combat, their Pulsar attack uses fuel to deliver a superheated blast of energy that damages targets and knocks the Vanguard backwards. An excellent combo when enemy forces get too close.



HYDRA TRI-CORE CANNON

The Hydra is an arm-mounted gatling cannon capable of inflicting a staggering amount of damage in very little time. The more it's fired, the more accurate it becomes.



PULSAR

The Vanguard's suit allows her to consume Afterburner fuel to unleash a blast of superheated energy from her gauntlet that obliterate enemies.

**E**

METEOR SHELLS

The "M80-R" Meteor Shells are a cluster of destructive grenades. After being thrown they split apart, explode, and rain death upon their victims.

**Shift**

AFTERBURNERS

Activating the Afterburners on the Vanguard's flight suit provides her with extreme speed and mobility until her fuel expires.

**Q**

STARFALL

A special attack that hurls the Vanguard towards the ground at supersonic speeds. The brutal impact damages enemies and a zero-g field envelopes the impact area for a short duration.

MAVERICK

While many believe revenge is a dish best served cold, Maverick prefers serving it at Mach III, piping hot, from the front-end of a 50,000 RPM arm-mounted cannon.

TOSKA-9

Armed to the teeth and outfitted with a high-tech flight suit, Toska-9 is a Vanguard gone rogue, offering her services as a maniacal contract-killer.

PILLAR 2: SKILLED PLAY WINS THE DAY



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PILLAR 2: SKILLED PLAY WINS THE DAY

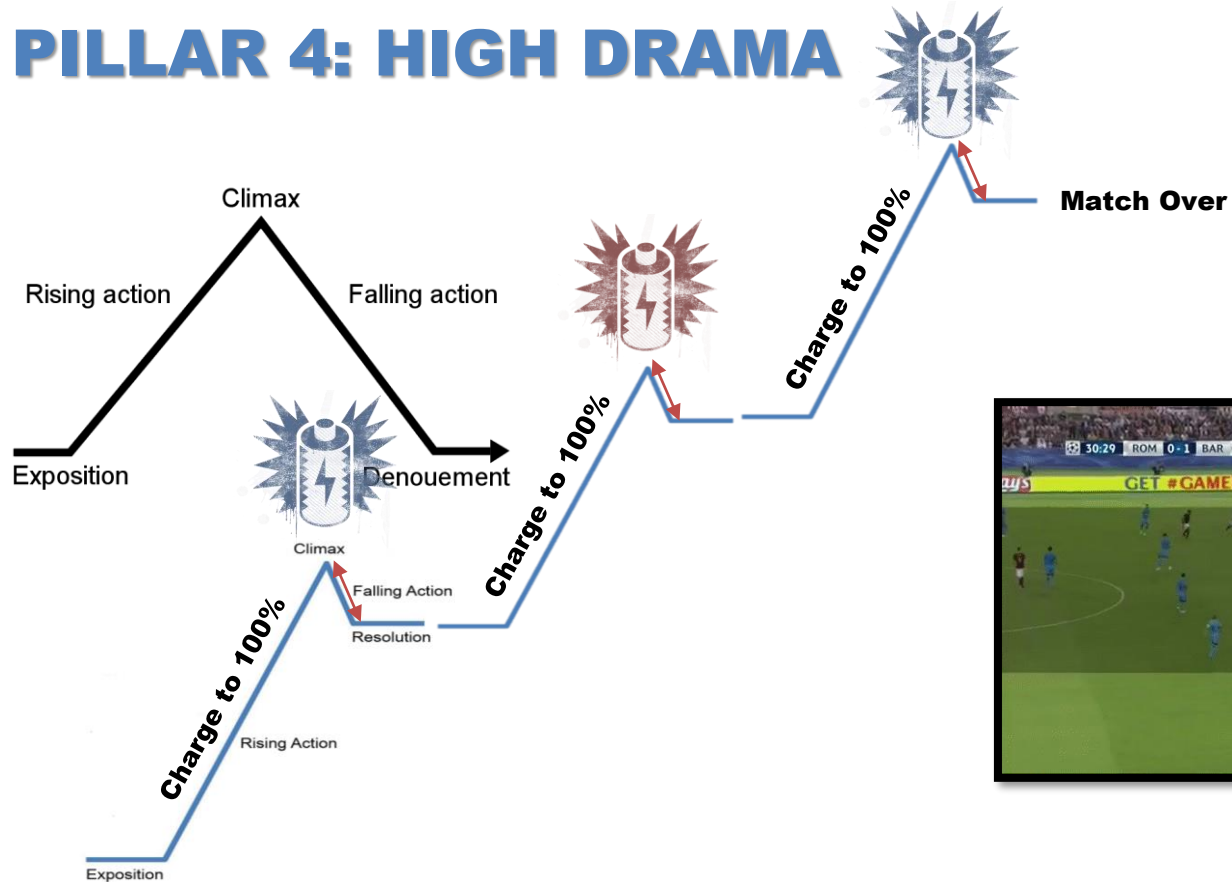


PILLAR 3: DON'T BLAME THE DEVS



STFU
NOOB
AND
L2P

PILLAR 4: HIGH DRAMA



PILLAR 5: HIGHLIGHT REELS



PILLAR 5: HIGHLIGHT REELS



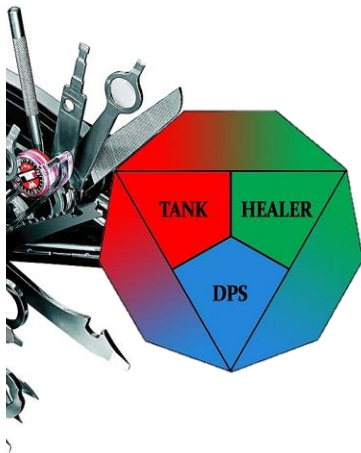


CHECKLIST DESIGN

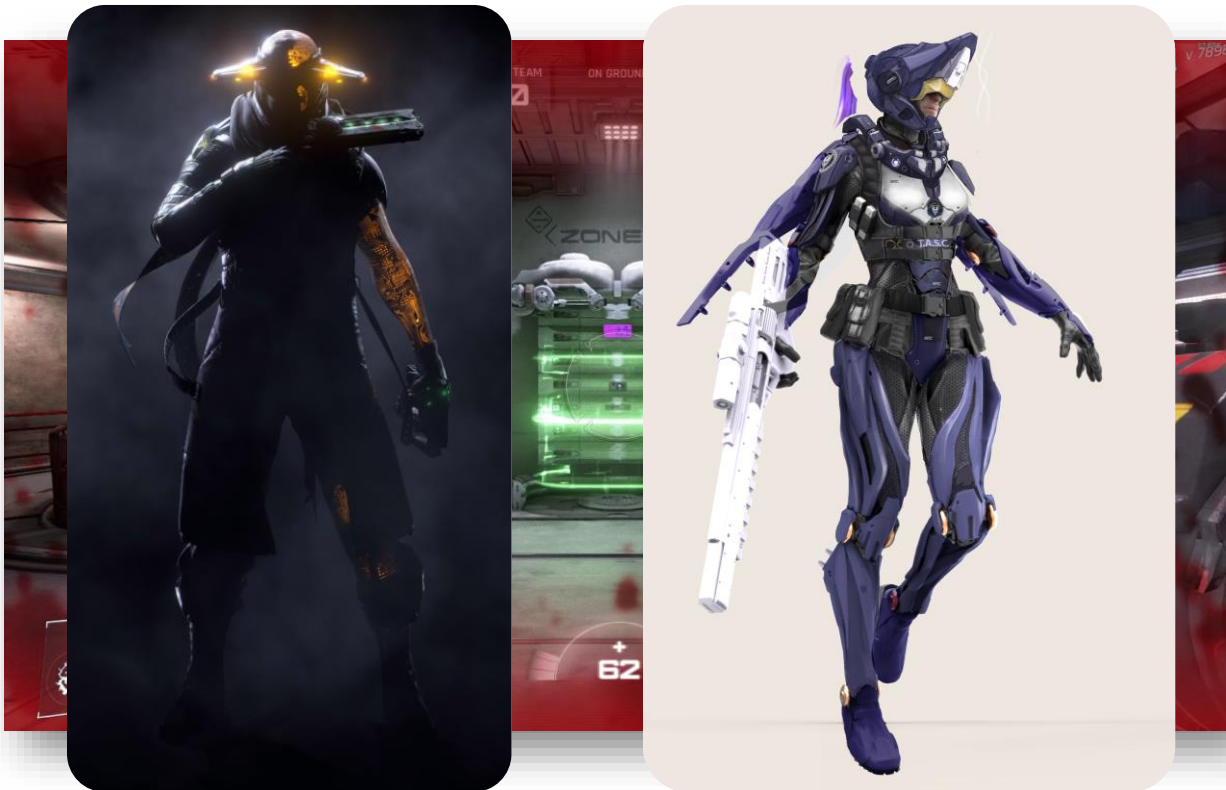
THE CHECKLIST



SHARPEN YOUR KNIVES



ACCEPT FEEDBACK, BUT DIFFERENTIATE





FUN OVER FUNCTION

FUN LOOKS BETTER! S LOOK GOOD



ABANDON [F2P] SHIP!





***EXPECT, EMBRACE
THE UNEXPECTED***

FEATURES, NOT BUGS



UNEXPECTED OPPORTUNITIES





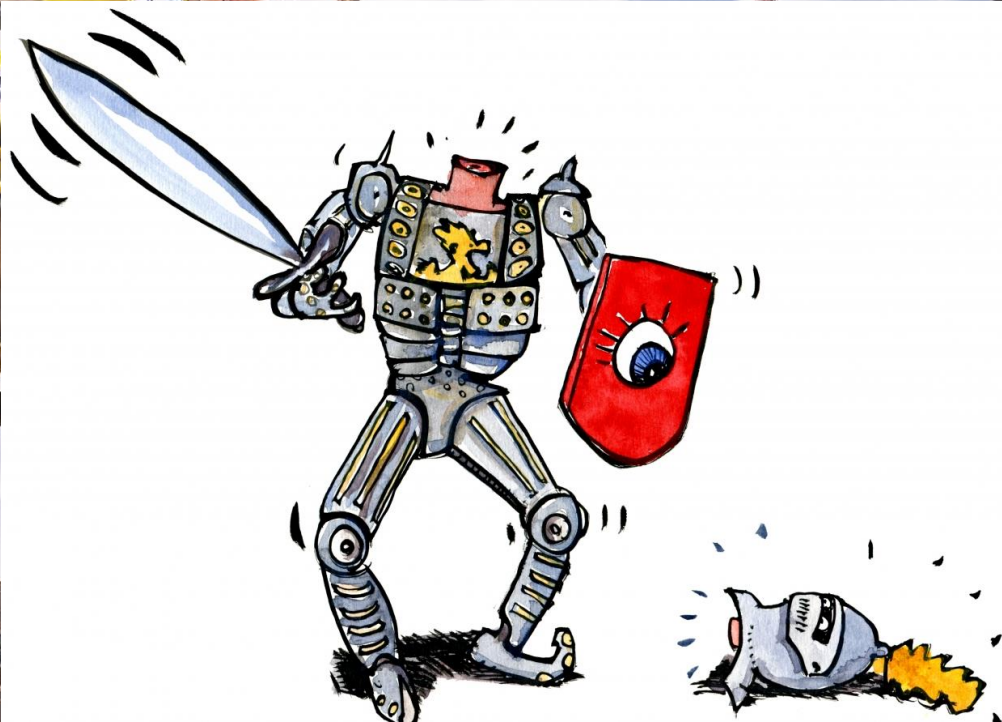
TO BE CONTINUED...

(RECENT LESSONS LEARNED)

PUBLIC ALPHA!



TRANSPARENCY



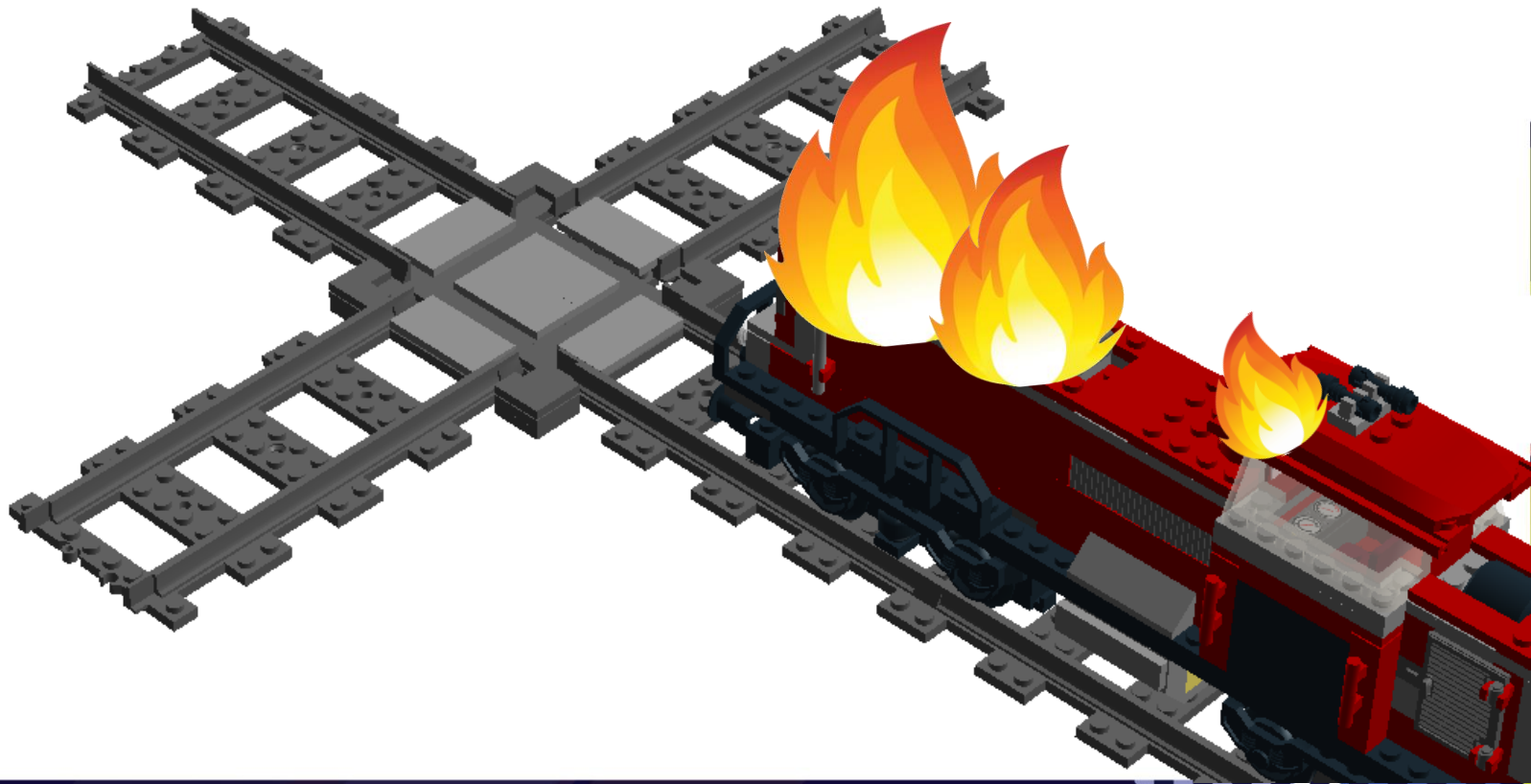
PERSONNEL BACKUP PLAN



LEAP OF FAITH



THE CONTENT TRAIN





THE ~~END~~ BEGINNING



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