

Before Everything

Please take this as a discussion instead of a sharing
Feel free to ask any questions 😊



Play With Experiences

BOSS Fight Design Structure

Agenda

- Boss Fight Examples
- What to Consider When Designing a Boss Fight
- Context
- Build up
- Highlight
- End
- Summary

PS5

4K
ULTRAHD

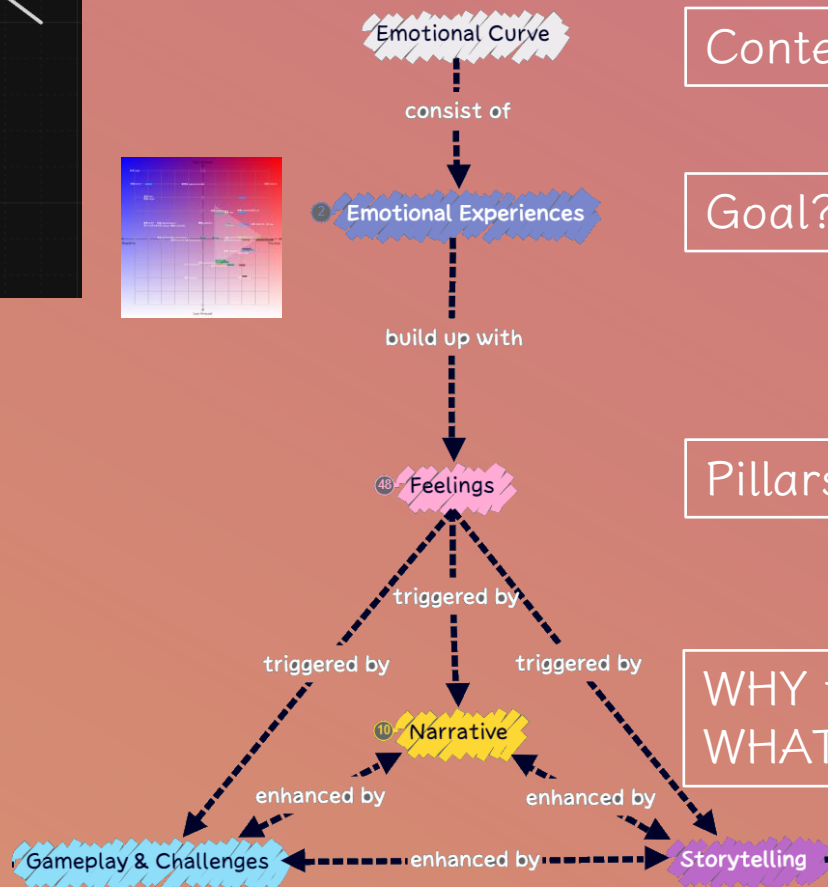


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What to Consider When Designing a Boss Fight - Context



Emotional Game Design System



Context?

What have player experienced for now?
What is player's current emotional status

Goal?

What is the emotional experience goal here

Pillars?

Which intrinsic feelings are the experience pillar of this boss fight?

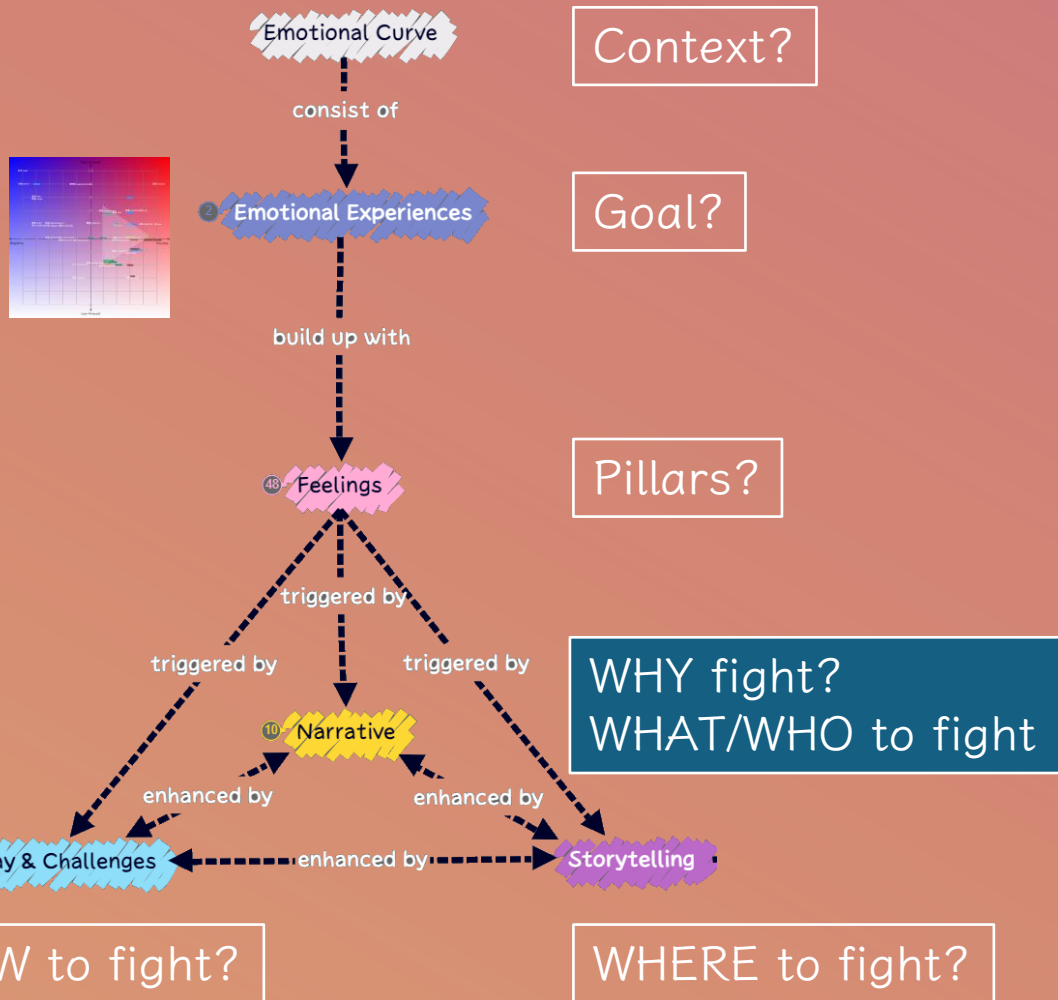
WHY fight?
WHAT/WHO to fight

HOW to fight?

WHERE to fight?

What to Consider When Designing a Boss Fight - Context

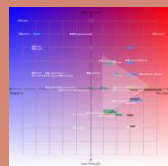
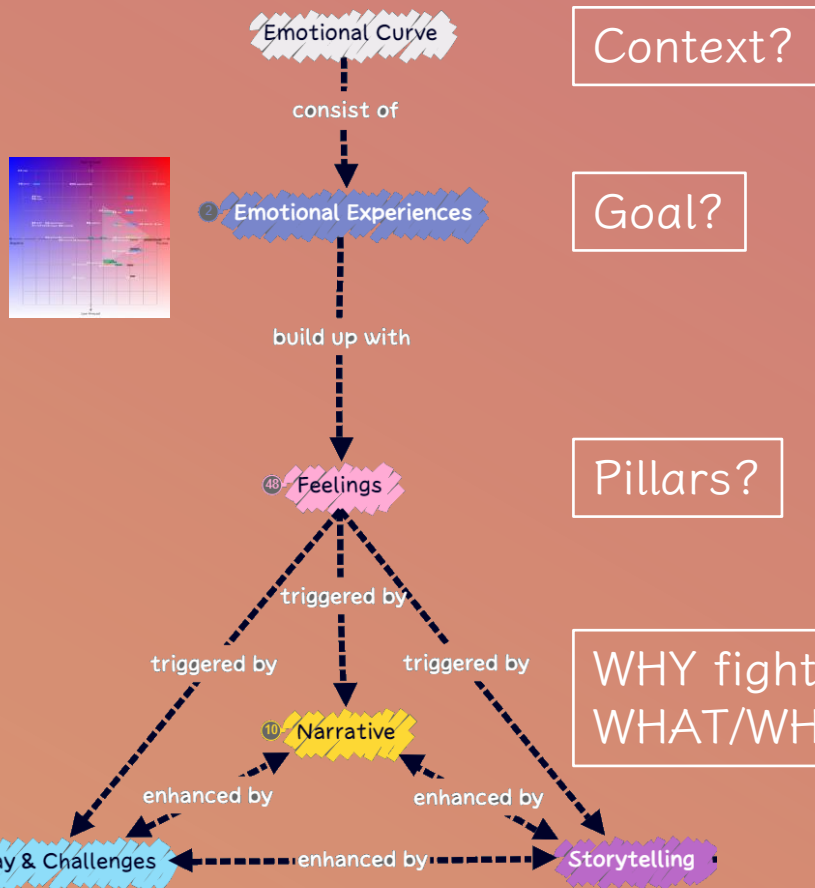
Emotional Game Design System



[[narrative content - world story]]	What is the energy source of this world?
	What is the root conflict of this world?
[[narrative content - era]]	What is the era of current stages?
[[narrative content - environment & biome]]	What is the environment & biome of the area?
[[narrative content - player story]]	Why player come here?
	Why this fight happen?
[[narrative content - npc story]]	Will this npc appear multiple times?
	- 姓名 Name
	- 年龄 Age
	- 职业 Occupation
	- 追求 Vocation
	- 相貌 looks
	- 头发 hair
	- 体格 physique
	- 服装 clothing
	- 性格 Personality
	- 强项 talent
	- 弱点 weakness
	- 口吻 tone
	- 音色 timbre
	- 角色关系 Agent relationship
	- 剧本设定 role
	- 特点 characteristics
	- 哲学 Philosophy
[[narrative content - character - character profile]]	

What to Consider When Designing a Boss Fight - Context

Emotional Game Design System



Context?

Goal?

[[risk and reward - risk]]	Can player fail, and what does that mean?
[[risk and reward - reward]]	What can player get from this fight?
[[intrinsic feeling - 难度 difficulty]]	what is the ideal difficulty here? And how to achieve this?
[[gameplay & challenge - progression validation]]	What is the current progression & player skill level?
	What gameplay & challenges you want player to enjoy here?

Pillars?

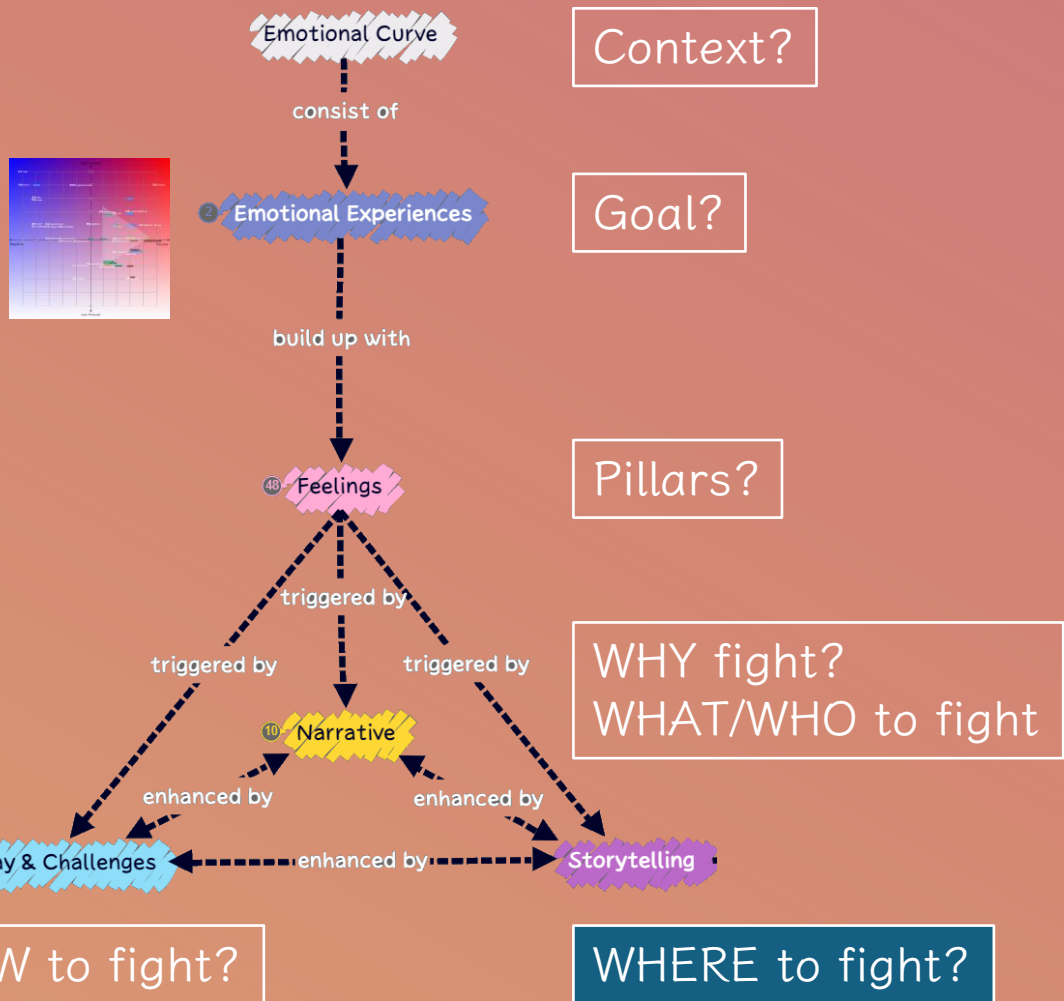
WHY fight?
WHAT/WHO to fight

HOW to fight?

WHERE to fight?

What to Consider When Designing a Boss Fight - Context

Emotional Game Design System



[[intrinsic feeling - 一致 consistent]]

What is the storytelling style of the game?

[[intrinsic feeling - 异域风情 exotic]]

Keep the storytelling style or make it exotic?

- What is the mood
- What is the season
- What is the color filter

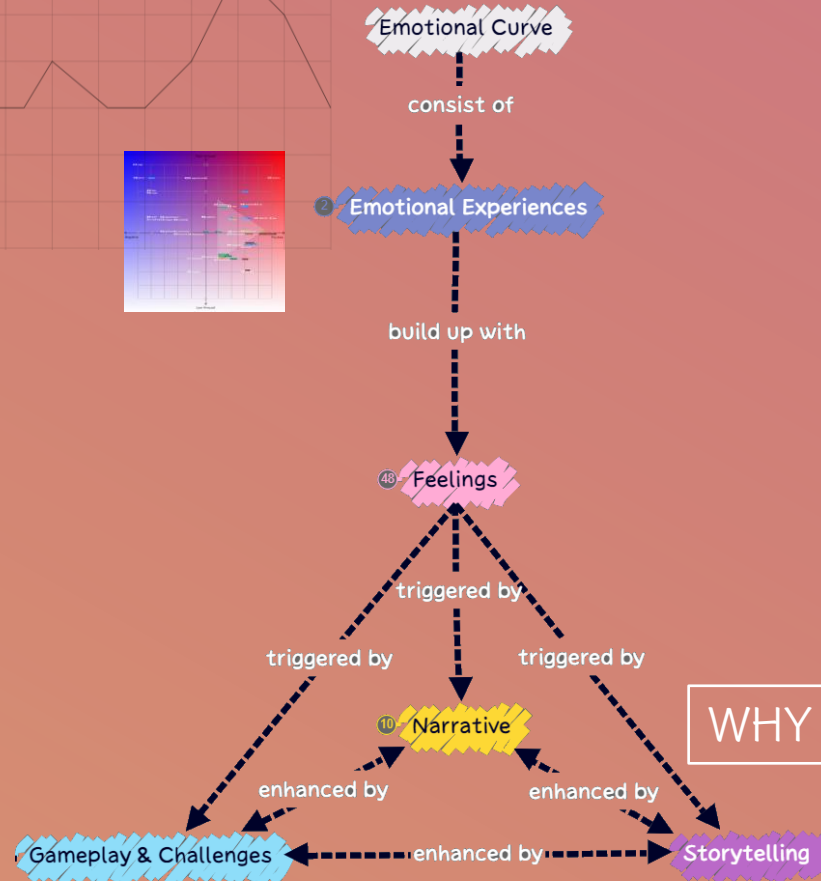
[[storytelling - 氛围 atmosphere]]

- [[202312072146 关卡设计步骤]]
- Different from other locations/games?
- Visual pillar
- Silhouette

[[storytelling - environmental]]

What to Consider When Designing a Boss Fight – Build up

Emotional Game Design System



Shape of the emotional curve?

Emotional experience goal of the build up?

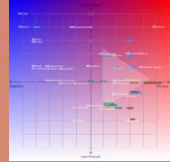
Feelings goal of the build up?

WHY fight? WHO/WHAT to fight?

WHERE to fight? (atmosphere)

What to Consider When Designing a Boss Fight - Build up

Emotional Game Design System



Emotional Curve

consist of

Emotional Experiences

build up with

Feelings

triggered by

triggered by

triggered by

enhanced by

enhanced by

enhanced by

Narrative

Gameplay & Challenges

Storytelling

WHY fight? WHO/WHAT to fight?

WHERE to fight? (atmosphere)

[[narrative content - npc story]]

[[narrative content - relational verbs]]

[[narrative content - scenario]]

where the npc lives (before)?
what happened to the npc?
Why the npc live/appear here?

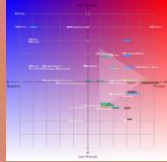
what is the relationship between player and the npc

where does the fight happen?

why happen here?

What to Consider When Designing a Boss Fight - Build up

Emotional Game Design System



Emotional Curve

consist of

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Narrative

WHY fight? WHO/WHAT to fight?

WHERE to fight? (atmosphere)

[[storytelling - 氛围 atmosphere]]

what is the atmosphere we want player to feel?

[[storytelling - environmental]]

how to build the atmosphere with environmental storytelling?

[[storytelling - CG]]

is there any CG to introduce the env?

[[storytelling - audio - 音乐 music]]

is there any music to help with the build up?

[[storytelling - audio - 音效 audio effects]]

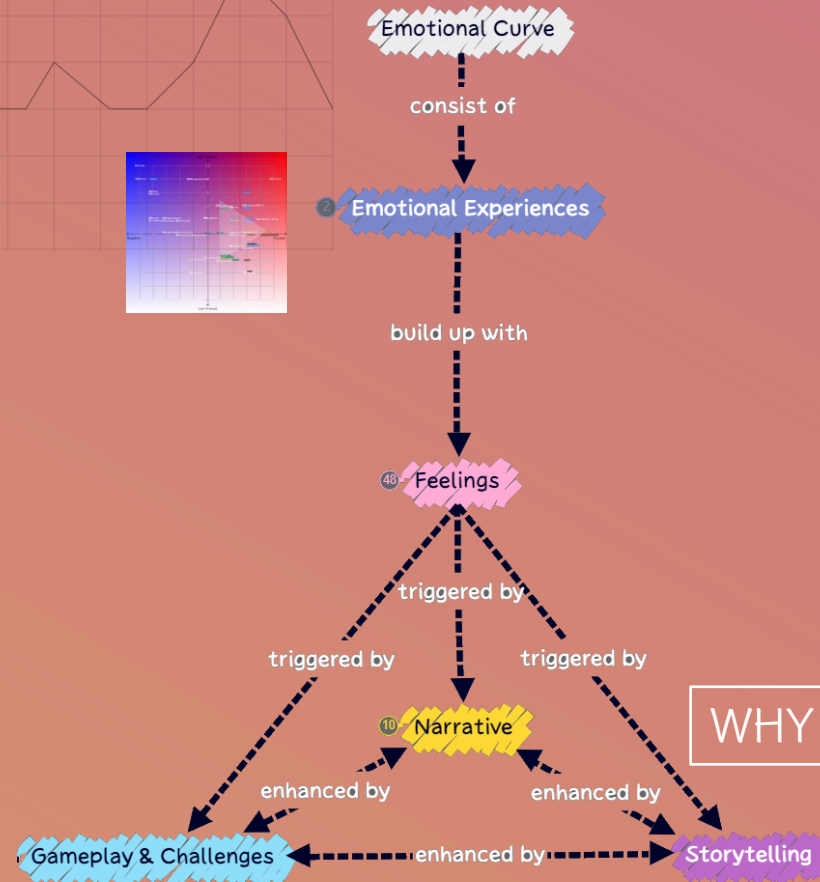
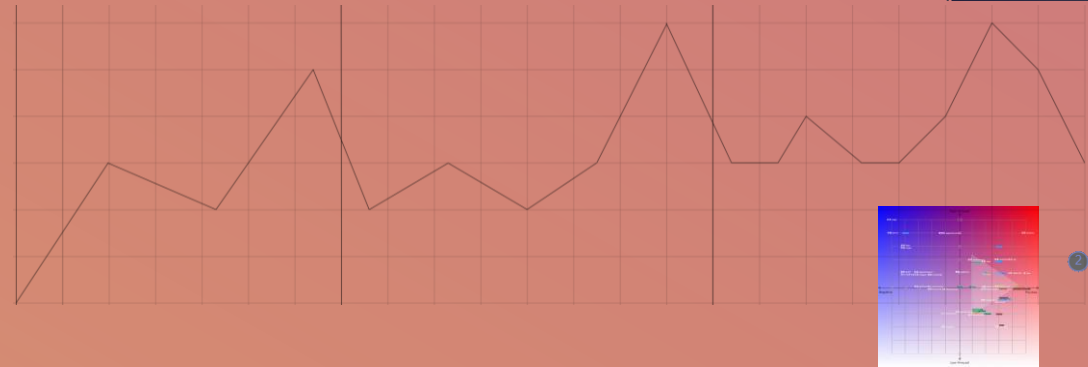
is there any SFX to help with the build up?

Gameplay & Challenges

Storytelling

What to Consider When Designing a Boss Fight - Highlight

Emotional Game Design System



Is there multi-phases of this boss
Shape of the emotional curve?

Emotional experience goal of the
combat - what you want player to
remember about this fight?

To make sure player can remember,
what feelings we should try to provoke?

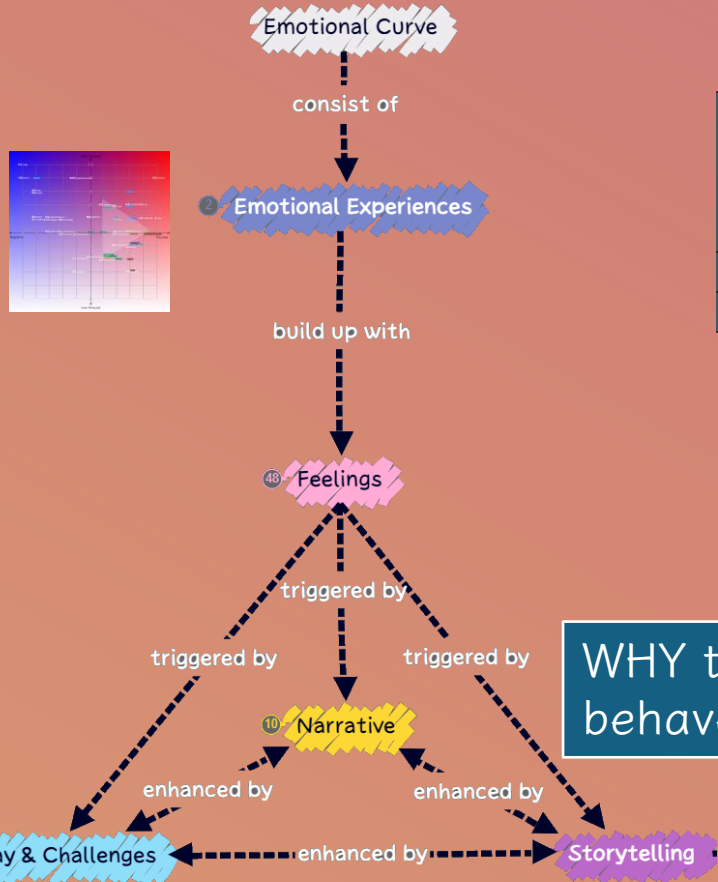
WHY the npc feels/behaves like this?

HOW the npc behaves?

How the npc feels/How to fight?

What to Consider When Designing a Boss Fight - Highlight

Emotional Game Design System



[[narrative content - npc story]]

what is the current status (looks/sounds/feels/...) of this npc when the combat is happening

why the npc feels like this

why the npc behaves like this

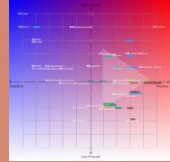
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What to Consider When Designing a Boss Fight - Highlight

Emotional Game Design System



Emotional Curve

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Narrative

Gameplay & Challenges

Storytelling

[[gameplay & challenge - read AI behavior]] [[game mechanics - AI behavior]]	characteristics? behavior pattern (multi-phases?) good readability and window of opportunity? reactions to player/environment activities?
[[gameplay & challenge - environmental challenge]] [[gameplay & mechanics - environmental challenge]]	Is there any environmental challenges? any items/devices/environmental elements could trigger special behaviors?

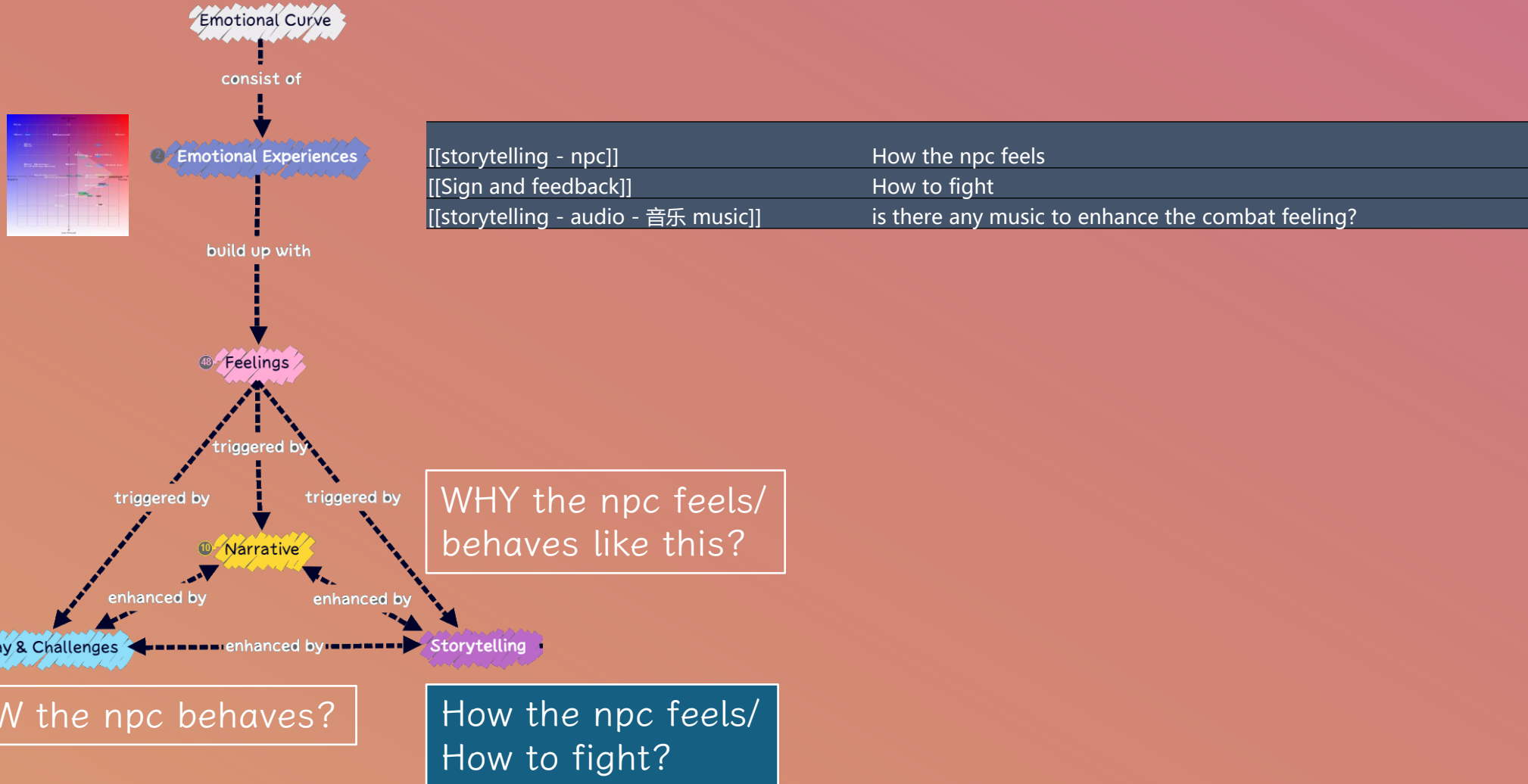
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How to fight?

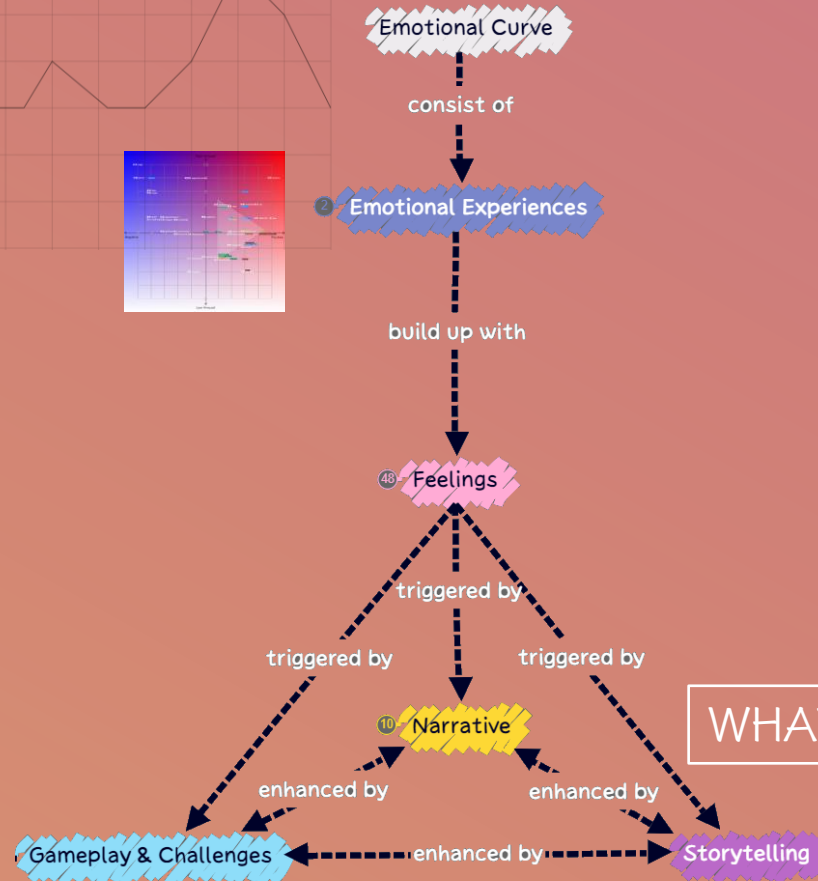
What to Consider When Designing a Boss Fight - Highlight

Emotional Game Design System



What to Consider When Designing a Boss Fight - End

Emotional Game Design System



Emotional experience goal after the combat - what you want player to feel after the fight?

To make sure player can get the emotion, what feelings we should try to provoke?

WHAT will be the next

WHAT player can get

Help provoke the emotion

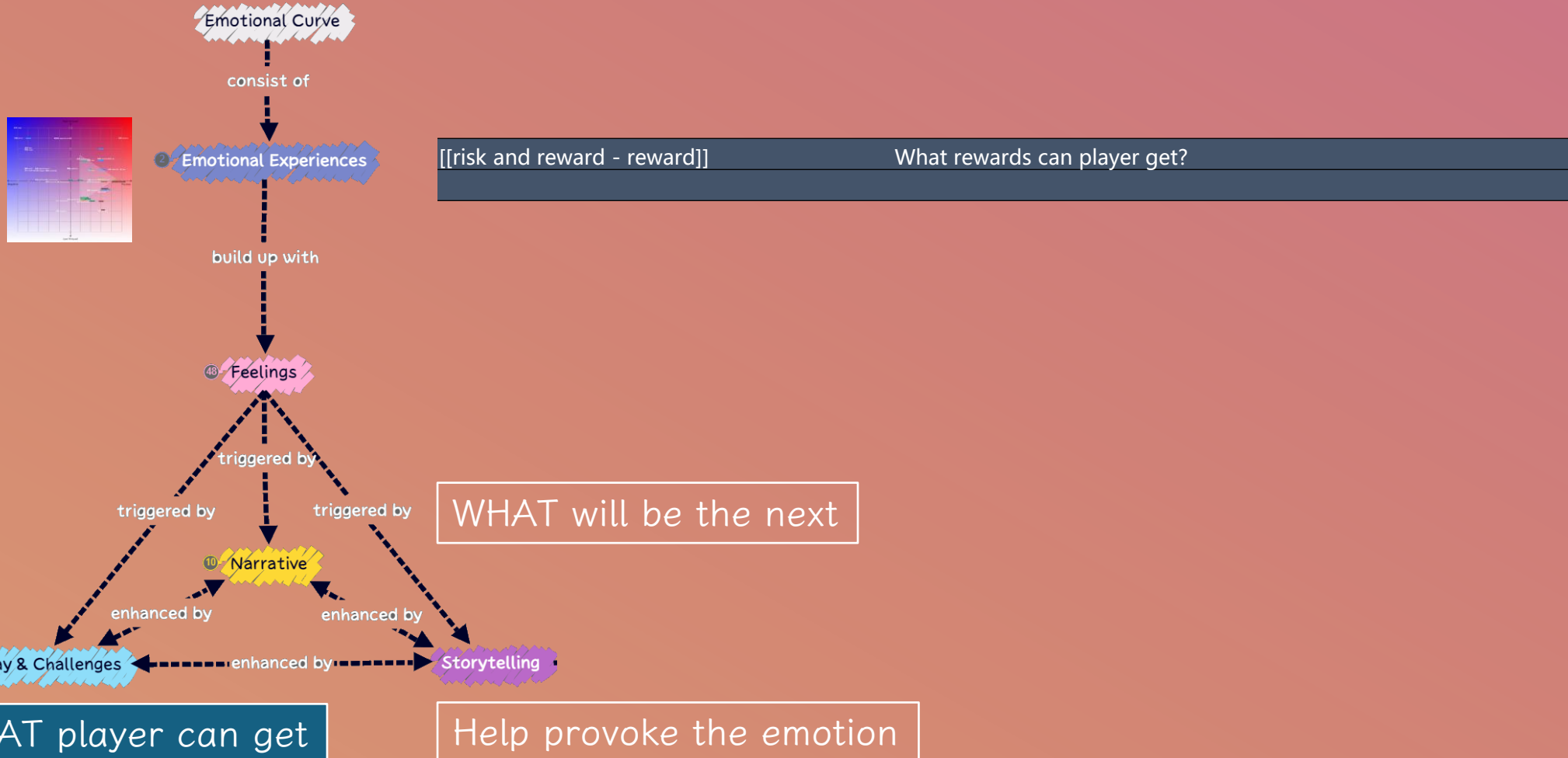
What to Consider When Designing a Boss Fight - End

Emotional Game Design System



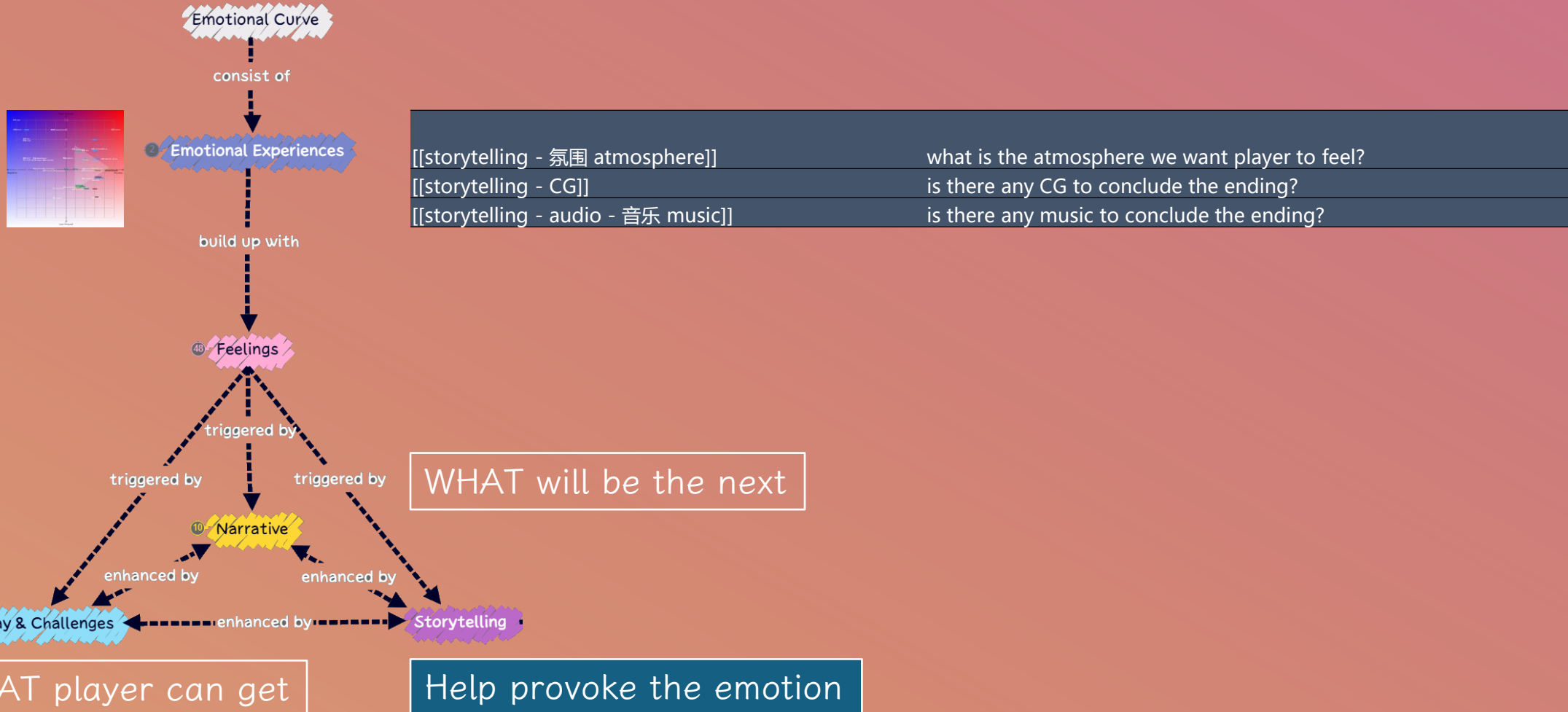
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Emotional Game Design System



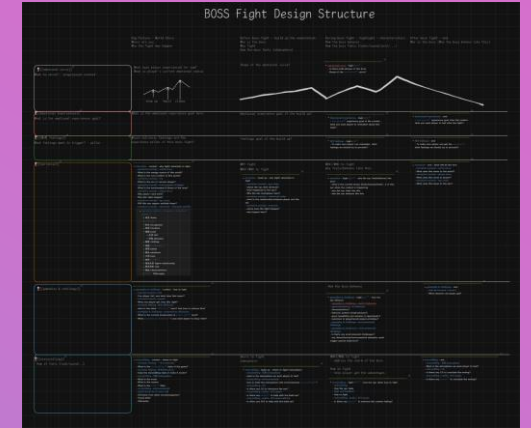
What to Consider When Designing a Boss Fight - End

Emotional Game Design System





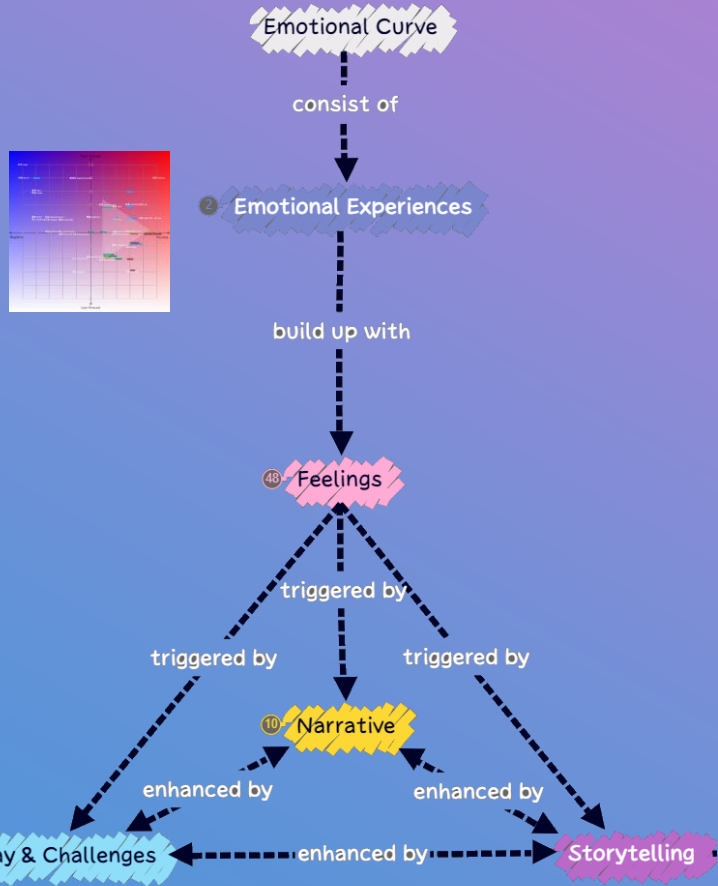
BOSS fight design structure



All questions with the format of excel



Emotional Game Design System



Summary

- Big scope – aim for memorable NPC.
Small scope – aim for memorable boss fight.
- This is a developing design structure that could be applied to any type of BOSS, but you need to choose the relevant part based on your needs.
- Not all info will be delivered to player directly, you do not need to say it aloud, but it needs to be valid so to be believable and vivid.
- System is open to be iterated

Thank you for your thinking and thoughts in the discussion!

Any feedback would be appreciated
I am listening to you 😊
We could make this better!





Play With Experiences

