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DevLUp FSU

GBM #3

Intro to Game Environment Design

February 6th 2025

Welcome to DevLUp at FSU!



Meeting Schedule

Date	GBM #	GBM Title	Secondary Event	Presenter
9 Jan		(No Meeting)	(oops, no involvement fair!)	
16 Jan	1	Introductions and Design Activity		All
23 Jan		(No Meeting)	SNOW!!!	
30 Jan	2	Intro to Godot (Orbital Odyssey Minigame)		Dion
6 Feb	3	Intro to Game Design	ASLC Showcase	Jake
13 Feb	4	Art Fundamentals (for artists and non-artists)		Parker
20 Feb	5	Accessibility in Games		Ares
27 Feb	6	Godot Tidbits		Dion
6 Mar	8	Intro to Unity		Jake
13 Mar		(No Meeting)	Spring Break	
20 Mar	7	Intro to Stencyl (Point & Click)		Whalen
27 Mar	9	1 Hour Game Jam (or Design Sprint)		Whalen
3 Apr	10	Game Jam Fundamentals	Game Jam?	Dion
10 Apr	11			
17 Apr	12		Innovators Showcase	
24 Apr	13			
1 May		(No Meeting)	Finals	

ASLC Indie Games Fest!

- We're tabling for DevUp and showing off some of our member's games
- **Sunday, Feb. 9th, 2-6PM**
- Submit your game to us (here or in the announcement)



Figure χ: They made a graphic and didn't put us on it :(

# showoff

Game Environments Talk

Lesson plan:

- Tools we can use
 - “Jaquaysing The Dungeon”
 - Shapes of Play
- Open Worlds (and what we learn from them)
 - Breath of the Wild
 - Loops and Control of Information
 - A Short Hike



Gray's (and my) Biases

- Open Worlds
- Environmental Storytelling
- Emergent Narrative

What is a “Game Environment”

- The space within which a player interacts with the systems of the game.
- The setting within which a game's story takes place

Today, we are more interested in the first bullet point.



What's the Point

- We are creating context for play

Behold! A Mario!

We are discussing using environments to:

- Create Engagement/ Immersion
- Create “Gameable Spaces”
 - A gameable space invites the player to interact with the game systems
- We are elevating the environment from supporting the gameplay to taking an active role in creating gameplay



Environment has a central role



Pokemon Route
Just supports gameplay

Jennel Jaquays

- TTRPG Designer since 1975
- Worked for id Software on Quake

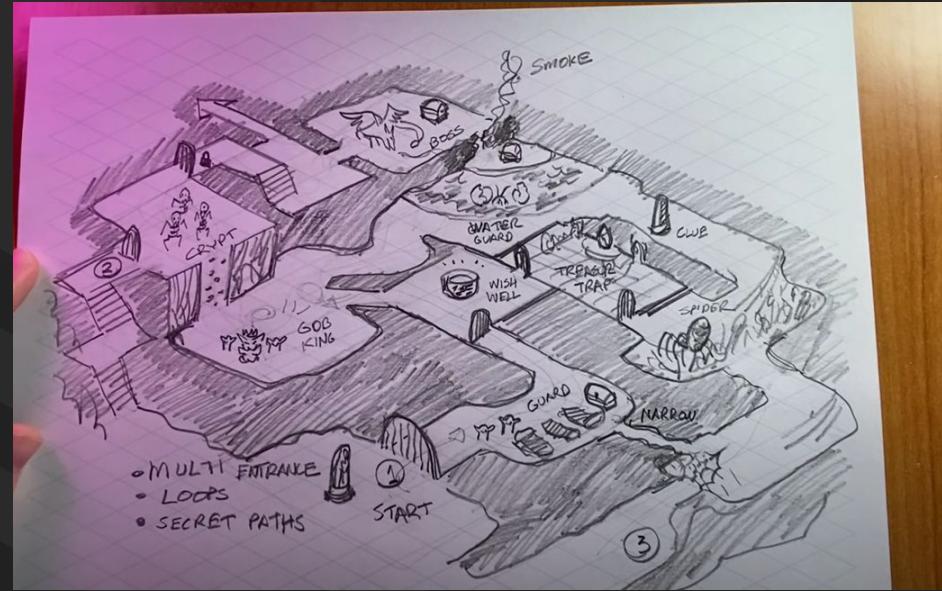


Jaquaysing the Dungeon

- Multiple Entrances
- Loops
- Multiple Level Connections
- Discontinuous Level Connections
- Secret and Unusual Paths

Give the player choices

Dark Souls!



“Jaquaysing the Dungeon” by Map Crow

See: The Alexandrian “Jaquaysing the Dungeon”

Let's Talk About Loops

Loops allow us to

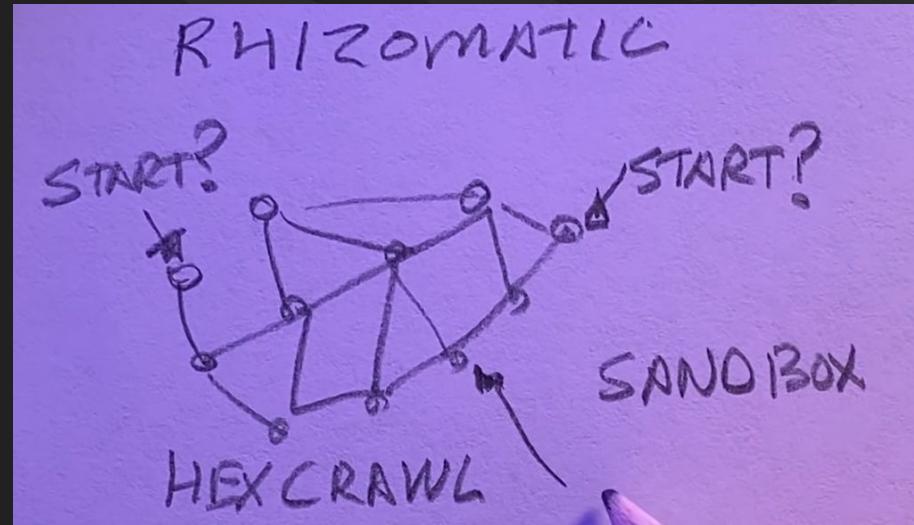
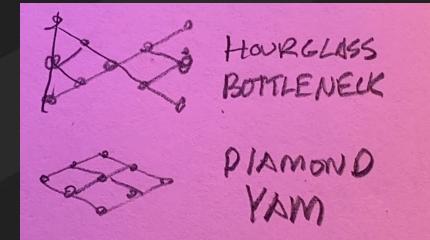
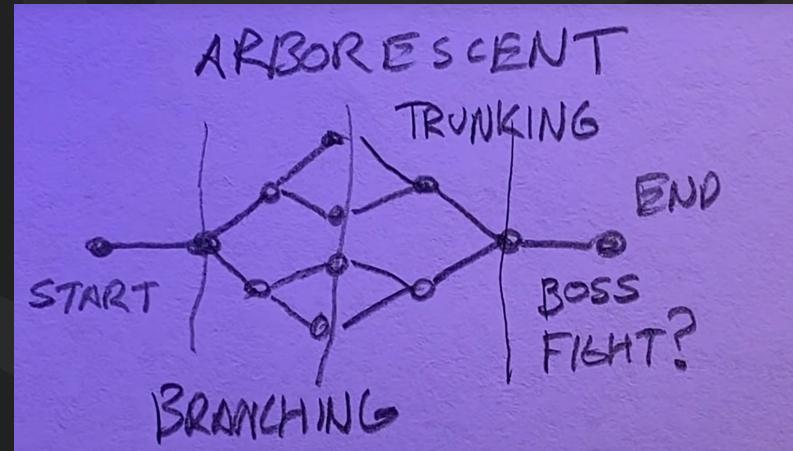
- Provide *and* control player choice
 - Choices are immersive, but difficult
 - Making one choice doesn't necessarily cut off another.
- Loops allow us to manage pacing, without impeding player choice
 - Break gameworld into units

Shapes of Play

- Linear
- Arborescent
- Rhizomatic

These are tools not rules

- Can be mixed



Open Worlds

The whole point of an open world (should be) non-linear exploration.

- What makes this fun?
 - Choices!



A Short Hike

“Getting lost is part of the gameplay”

Guide the player

- Curiosity
- Rewards
- Gates

ALL LOOPS BABY



Breath of the Wild



Another Tool: Control of Information

Players Choose Objectives

- This can be incredibly overwhelming

“Triangle Rule”



What about non-open worlds?

- Dark Souls!
- Metroidvania!
- Stardew Valley!
 - Feels organic!



Activity!!!

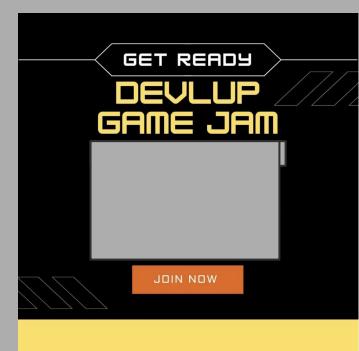
We are going to form groups and Design out our own
Dungeons/environments/Space for the player to interact with

We can do this on paper or in more of a 3D sense with construction paper

Join our Discord and visit our website!

Join our Discord server using the QR code to stay in touch with the club!

Meet other DevLUp FSU members, “showoff” your work, share resources, take part in game jams, and stay up to date on all our future events!



 fsu.devlup.org