

CHARACTER



HUMOROUS CHARACTER

- Says funny things
- Does funny things
- Looks funny or cute
- Funny doesn't always mean jokes

HEROIC CHARACTER

- Does heroic things
- Is always good at something
- Can come in all forms
- However... no one is perfect

TOUGH GUY CHARACTER

- Does hardcore things
- Isn't a nice person
- Says cool things but (almost) never shouts
- Looks like a bad guy

LET'S GET PERSONAL



LET'S GET PERSONAL

- Name
- Appearance
- Clothing, armor and gear
- Vehicles
- Home base
- Weapons

REALISTIC-LOOKING

- Facial proportions
- Movement
- Humanity

STYLIZED

- Facial proportions
- Movement
- Humanity

USING ALL THE PART

- Movement
- Appearance
- Inventory
- Weapons

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GAMES WITHOUT CHARACTERS

- Guide character
- The story is the guide
- The world is the character

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WE ARE NOT ALONE



Conflict: Desert Storm 2: Back to Baghdad developer Gotham Games publisher Take-Two Interactive

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NEIGHBORHOOD



NEIGHBORHOOD

- Objectives for the player
- Access to new locations where objectives await
- Methods for the players to travel to said locations
- Rewards for completing objectives
- Tools to defeat enemies
- Gear to protect players from said enemies
- Answers to puzzles and problems
- Backstory about the world and its characters
- Players' instruction on gameplay
- Compliments to your hero on his heroic awesomeness

METRIC

- Height
- Width of passage
- Walking speed
- Running speed
- Jump distance
- Jump height
- Melee attack distance
- Projectile distance

FAST-MOVING

- Running
- Jumping
- Flying
- Driving
- Shooting
- Bouncing
- Fighting
- Spinning
- Falling

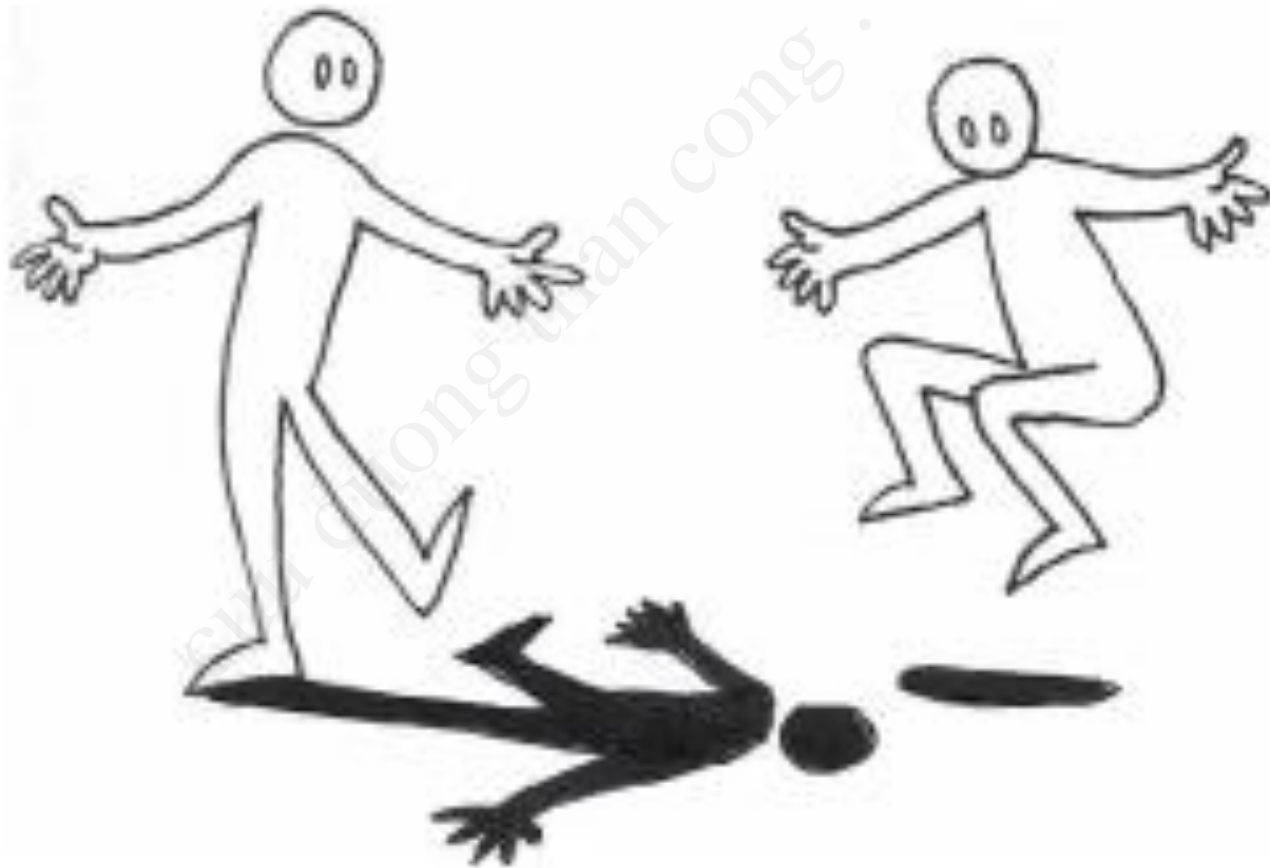
SLOW-MOVING

- Walking
- Ducking
- Crouching
- Sneaking
- Swimming
- Hiding
- Hoisting
- Climbing

THE ART OF NOTHING



SHADOW



WATER

