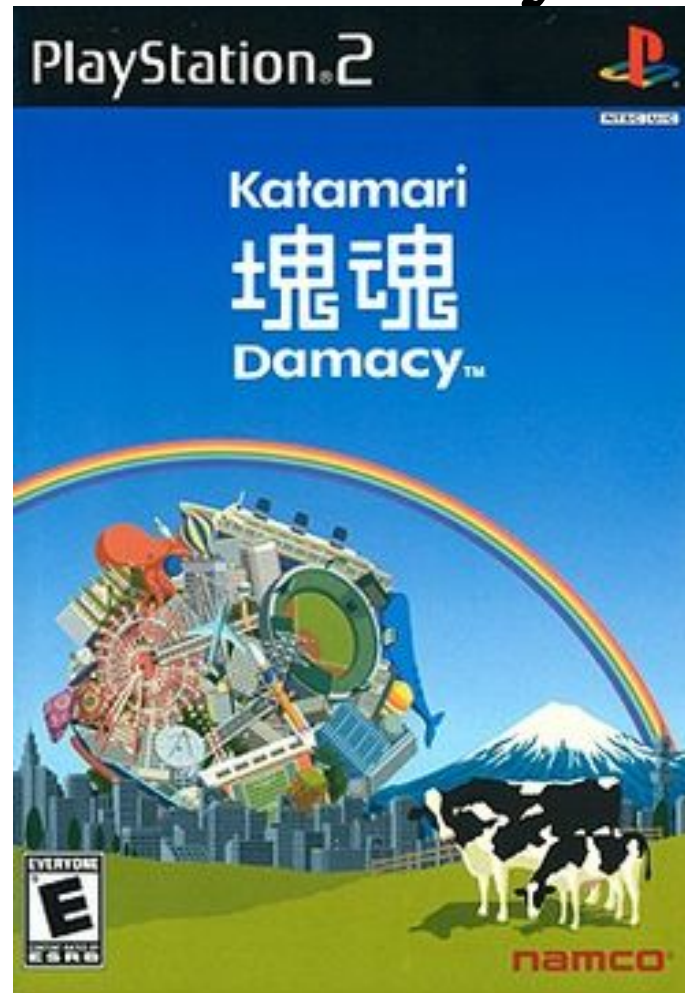


Formal Elements of Games

(originally from Maribeth Gandy and Jeff Wilson)

Based of Ch 3 of
Game Design Workshop
by Tracy Fullerton

Formal Elements of Katamari Damacy



A video showing some play:

<http://www.youtube.com/watch?v=PVVW41iAu5A>

And for fun:

<http://www.youtube.com/watch?v=sT9SvWGOt24>

Players

- 1 player
- 2 players (split screen mode)



Player Interaction Mode

- Single player versus game



Player Interaction Mode

- Player versus Player



Other interaction modes not in Katamari Damacy

- Multiple Individual Players vs. Game (bingo)
- Multilateral Competition (poker, Quake, etc.)
- Unilateral Competition (tag, Scotland Yard)
- Cooperative Play (LotR board game, EverQuest co-op quests)
- Team Competition (Battlefield 1942, football)

Objective

- Primary: Make your Katamari as big as the **King of All Cosmos** requires
- Secondary:
 - Pick up presents
 - Substantially surpass the kings expectations of katamari size
 - Various side quests





General Objective Categories

- **Capture** items in the environment
- **Explore** the environment
- Lesser Objectives:
 - **Chase** creatures in environment
 - Be chased if you're too small
 - **Align** items you roll up (in optimal orientation)

Other General Objective Categories not in Katamari

Damacy

- Chase (Terminator)
- Race (Gran Turismo)
- Rescue or Escape (Super Mario Bros., Ico)
- Forbidden Act (Operation)
- Construction (SimCity)
- Solution (Monkey Island)
- Outwit (Trivial Pursuit)

Procedures

- Starting Action
- Progression of Action
- Special Actions
- Resolving Action



Starting Action

- Globe menu



Progression of Action

- Dual Stick Controls (“tank style” like BattleZone)
 - Speed charge up
 - Quick turn around
- Shoulder buttons
 - Look mode
 - Jump (for view)



Special Actions

- None – there are special objectives, but procedure remains the same throughout



Resolving Action

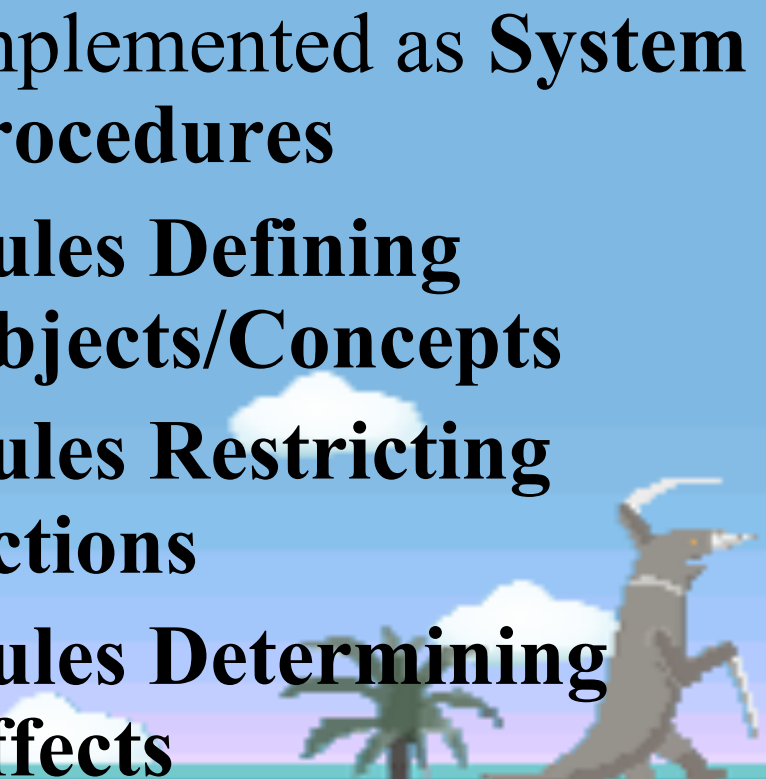
- Generally no special action is taken to complete a level (just wait for time to run out as dictated by **System Procedures**)
- One of the side quests requires selecting when to end level





Katamari

Rules

- Implemented as **System Procedures**
 - **Rules Defining Objects/Concepts**
 - **Rules Restricting Actions**
 - **Rules Determining Effects**
- 

System Procedures

- Explicit Rules (such as time limit)
- AI
- Collision Detection
- Etc.



Rules Defining Objects/Concepts

- Katamari is an object that the prince pushes to collect junk
- Simplified objects representing things from the real world



Rules Restricting Actions

- Time Limit
- Physical boundaries
- Path blocked by obstacles



Rules Determining Effects

- Roll over a small object, you pick it up
- Attempt to roll over a big object, will cause you to bump against it and jar some items loose
- Small animals run away
- Big animals attack



Resources

- Small Objects
- Time



Conflict

- **Obstacles**
 - Large items
 - terrain

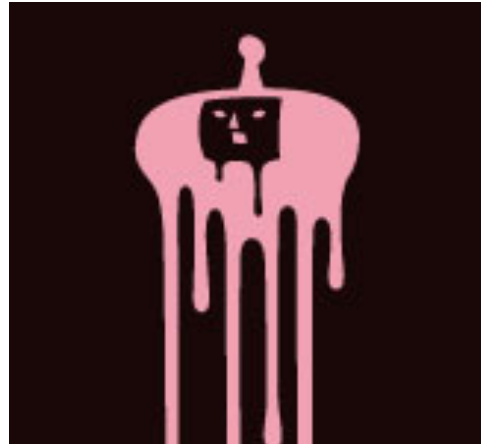
- **Opponents**
 - animals

- **Dilemmas**
 - Deciding where to go to pick stuff up



Boundaries

- Continuously evolving based on perspective
 - Size of Katamari dictates what is a boundary or not
 - Too small: can't roll over steps, fences, etc.
 - Get too big, you get closed off from small passage ways



Outcome

- Meet King's objective? Move on to next level until all levels are complete (award: see ending sequence)
- Fail? Try level again!
- Find present? Available item to use in future levels (mostly just decorations)
- Fail? Try level again!
- Try to set personal bests

