



## Dizzy Returns

Notes from Brain Storming  
Andrew Oliver Oct. 2012

Brainstorm. 27<sup>th</sup> Oct.

Present: Zoltan, Stuart Maine, Lynsey Graham, Steve Stopps.

Agenda: Brainstorm:-

- Business model [Including in-app, Grind Vs Buy, add-ons, customisation] – remember iOS & Android marketplace!
- Quest style, hints, challenge, virality, pick ups and collectables.
- Short session play and long term engagement. While keeping depth in challenges and story.

We had a great session, and thank you VERY much to Stuart Maine who had done a great deal of 'home work' on this and came up with some great ideas.

Have a FreeToPlay version (Lite) of the game that is just the full game, with the in-app purchases. This is the main version we're expecting the mass market to 'have'.

Have a Premium Edition for Dizzy Fans. That costs something like £1.99. (priced like the old ones).  
Idea of the name. 'Fan Edition' or 'Collectors Edition' etc.

Within the F2P version there is a choice for upgrade to the Premium edition.

With the Premium edition, it has

- Retro albums
  - Slide shows of old concept art, screens shots, etc. With bullet points about them
- Developer diary
  - Maybe animatic style with voice over
- Option to Customize your Hut. You can pick from a store of think to furnish the room with. And they have certain places where you can place them.

### Marketing ideas:

- Kickstarter – obviously
- Do a development diary for Retro Gamer, Chris Wilkins, has 50k readers and is bound to love and support the idea.

### Layered Hint system in Place.

Each puzzle/person gives you a task/clue and then after X minutes, it can be trigger to give you a more helpful clue, and after X minutes again, Another, Until it's pretty much telling what to do. This means that no puzzle should be that hard that it stops you completing the game, and yet you are solving puzzles and feeling clever as you are working things out with limited info.

Puzzles should generally appear harder than they actually are. i.e. looks really hard to get to a certain place, but is slightly more forgiving so you feel like you accomplished a hard task.

## Your Huts and Others:

As you complete area of a map, there will be certain large trophies. These trophies will then be collected and put back in your hut. So, when you re-enter the game, you can look at the hut and see the various trophies you've collected and that shows you how far through the game you've got.

As you explore around the tree house village there are other Huts that you walk past. These have locked doors, unless you have logged in with Facebook, and have friends also playing the game. If a friend is playing the game, then their hut has their picture profile on the door and their name above it. You can go into their hut and see their trophies and see how they have customized their Hut.

This helps you see progress of your friends, teases you will 'trophies they have that you haven't' Shows off their hut, if they paid to customize it.

Trophies should be theme with the area they came from, So an Egyptian area, would have a Sphinx statue for example. A woodland area, may have a carved mask, a cave a Stone obelisk, and a castle a gold crown. Etc.

## Collecting yolkfolk through your adventure

As you meet yolkfolk and help them, they are also seen in your hut, amazing around a table, which works towards a banquet party which will be at the end of the game. So they are all turning up, Although Maybe Daisy cant be found anywhere!

## Customise Dizzy

Another 'pay for' option is to customize your Dizzy. Obviously, you can select a different hat, and maybe a different backpack. You could consider textures on gloves/boots. (tartan boots 😊 ).

There's was talk of making a 'Mii-like' editor, allowing you to change mouth, eyes, nose shape etc. But this does change Dizzy from who he is, and maybe just too much work.

## Short play sessions

The way to tackle short play sessions and losing objects by putting them down in the wrong place!

When you re-enter the game, you always start in your hut. As you leave the hut, it shows you a map of the world, but 'fogged out' so you can only see where you have been, Although we could consider some hints/teases on this map. You get to choose where you want to carry on adventuring from. Each area, should be represented as a small version of what that area really looks like, but in a nicer graphical form, that as the map builds, build s a very nice picture of the fully connected world. But each area has a name and a 'completion stat'. If it's a black/fully fogged area, you cant go there. If it's fully completed, there's no point. If partially complete, then you may chose this for this play session.

Each area, is almost like a separate level, But they do interlink with other levels for the full world.

There's various types of challenge with each 'area/level' from Collect all the stars, to Find the way out.

You've most likely have a Character to find, that will give you a main quest. Each area will have up to around 10 items. That can be picked up and dropped anywhere within this area only! Leaving the area (but you are generally locked in) is actually, beating the level. And existing to Home, leaves the item in that location. If you were holding them, then it remembers. And you return to levels in the exact state you left them.

Level areas should be beatable in around 10-15 minutes. So, it will be 1 complete cave system you need to find your way out of or similar. When you find your way out, and walk out you see the new area of the world and it shows you the map area 'now unfogging' and now quitting the game, this area is unlocked for instant return.

Each area can have a number of different types of puzzle. So you could be the kind of person who just wants to find the key objective to move get through the area and continue the story. But you can choice to complete some smaller sub-quests or puzzles along the way. And for the real 'completist' you can do all those and get ALL the stars.

Getting more sub-quests and stars, means more 'sub-trophies' in your hut. That you and your visitors will see.

We want to ensure that people play in smaller sessions. Its been worked out that games that do this have more staying power. So when starting a level a fresh and then beating that level, there should be some concept of tiredness or maybe hunger. Than means that Dizzy needs a break. We allow you to buy with coins, a boost, so you can play a maximum or 1 more level. But then we force people to have a break. This has been proven to work, because people leave on a high and look forward to coming back to it the next day. And those that are really keen to complete it, end up spending a little each day, to extend their play time, but never too much time or too much money.

Physics based puzzles. This wasn't relevant to 8-bit computers, but we could have a new type of puzzle that's based on physics or physical properties. They would start simply, but pushing over objects, to reach areas, but soon you could be balancing stuff, using ropes, elastic, heat etc. to make a new type of puzzle mechanics for levels.

When you first start and walk out the hut, you are just walking around the treehouse as you'd expect and you are not introduced to the concept of the map. And you will find some simple objectives around the treehouse to accomplish.

### **Inventory System**

When you first start, you just have the concept of 1 item in your inventory. The puzzles are quite simple and there's a little amount of shuffle but nothing too demanding.

One of the items you find at the end of your treehouse exploring will be a ruck sack, allowing you to carry 3 objects. Later, we could consider the idea of expanding this to 5 (or buy an extra large bag!)

At the end of each area you find a key object. This is 'put' in your hut as a trophy, But these objects can be used/accessed at any time. There's no concept of putting down the object in the wrong place, But it allows you to set some larger cross area tasks that need objects from elsewhere. i.e. to kill the witch, may need the Ice Crystal from the Ice Palace and the Amulet from the temple. When you get to a place that needs the right objects you can choose to put these down and we construct some puzzles so that you discover you need an object from a far off land, and you have to leave that area to explore and complete another area and then come back. This ensures that we still have the concept that there is some back and forth between areas and it's not all 'separate levels'. We should try and encourage some walking from one area to another, when both areas are open, so it feels like 1 large map. It's just that when you return to the game, and exit the hut, it's giving you a chance to 'teleport' to an area of the map that you were recently in.

### **New Levels as DLC**

We should build the adventure in a way that we can add new areas and over time the world grows.

People can collect all coins and by doing so they can open levels for free, or they can just buy coins and buy the extra 'levels' or 'quests'.

This means the game gets bigger and more impressive over time, however. For people who get the game and beat it, they need to keep checking back occasionally to see if new quests have been added. It means that the end of the game, needs resolution, but needs to suggest that his heroic services will be needed again in the future and we have to design a way you can play this segment of story in a nice fashion that flows on from the end.

OR, if you are new or in play, is there a way that you can start to play/see these sub-plot stories and give them a try. Would be nice to see the new parts, access able, without having to complete the whole original game.

When you complete a full area, it could also give you the option to post this to your facebook page. Some people, like to show their progress to friends this way.

### **Fixed small areas**

Another reason for 'fixed small areas' is that they are not only easy for the player to get there head around and remember the challenges and where the objects area. It makes the game easy to design cleverer puzzles that are self contained and that one entire chapter of the overall story takes place in one area.

So a designer can own an area, eg. a Castle, that has equivalent of 4 screens across, 3 vertically, It can have a start and end to the story segment and all puzzles and items are self contained, making it SO much easier to design.

It also means that some areas could have items that completely break other areas, but it's OK because they are confined to this area. For example, a Magic carpet allowing you to fly around the castle. That castle needs to contain that ability and not allow you to fly out of it. But then it's fine. Usually, an object like this, would break in too many places, and constrain design.

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Thanks for all coming to the Dizzy design meeting. – Notes below.

You've all had time to consider all the issues presented and we chucked around 'immediate thought' solutions. As agreed, we'll do another meeting ('same time, same place next week') refining ideas on certain areas. So I propose we concentrate this meeting on addressing:-

- Business model [Including in-app, Grind Vs Buy, add-ons, customisation] – remember iOS & Android marketplace!
- Quest style, hints, challenge, virality, pick ups and collectables.
- Short session play and long term engagement. While keeping depth in challenges and story.
- Multiplayer/persistence. (if any?)

Please think about these things and be ready to share your thoughts and solutions to the group.

All other creative issues like the lands they explore, the people they meet and the challenges they face, map, inventory, control input, etc. can be the next meeting.

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Dizzy Storm Notes [Thanks to John Nash for these notes] - 20<sup>th</sup> Oct Brainstorm

Terry / PJ / ED Lin / JT / Peter T /Witts / Zoltan / Stu M / Lynsey / Steve T

## Intro From Andrew – Powerpoint

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### Quests

PT – Each of the games was a land – treasure / fantasy

- We should have different worlds – Islands? Adventure on an Island / small slice of puzzle
- Part of the brand was visiting the different locations
- Different egg people was important – Custom egg person / 1000's of instances
- Customise my little egg guy – customised island / house – Animal crossing with Dizzy quests
- 1min to half hour islands? Half hour island with your friends?

## Steve T

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- Atols?

## Terry

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- Most focussed to be short (islands)

## Lynsey

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- Coming back and being lost – journal or write on it

## Peter T

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- Do a island in 1 go – make it a feature of the game – it's a retro feel
- Important part of the Dizzy feel

## Andrew

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- Customising – does it break the fact that you played Dizzy
- Peter T – Dizzy is just the plain egg.

- 69p to have your own egg – free version is Dizzy
- Yolkfolk is a kid friendly community of characters – People can be egg on snow boots.
- People would like to meet all of the characters
- Pokemon world of yolkfolk
- Andrew – Like the idea of paying to customise

## Lynsey

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- You could name your own characters

## Peter

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- Moshi monetise self expression

## Stu

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- You could do a Mario 64 – each island has a number of quests
- Massive quests – get me 100 things – you could collect 1 in 10 seconds

## Peter

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- Casual skyrim

## Lynsey

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- Community quests

## Peter

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- Dizzy cannot be the kind of casual game like Kumo
- The mini game versions of Dizzy didn't please the fans
- The needs to have more brain power investment

## Ed

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- Should there be something persistent in the world?
- Can your presence imprint on the world

## Peter

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- Demon Souls – leaving notes
- MMO is a sliding scale
- Runescape is rule free

## Zoltan

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- Moshi introduced the street where you can see other kids

## Andrew

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- Login with facebook – 5 to 10 people I know
- Interesting if you could see people playing Dizzy games & % completed
- Something interesting – see characters walking around (representing you with AI)

## Ed

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- Leave a message for another player

## Peter T

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- Animal crossing – customising allows the community to see your effort
- Only customise with items we can give them
- Simplify comms between eggs – A simmsified system – make it safe but with self expression

## PJ

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- Team fortress is a good example

## Peter

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- MUD's – give you a location you could make your own
- Premium customisation

## Terry

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- Make the world more alive
- Oblivion – daily routines

## JT

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- Ideal world you would be trading with people

## Peter

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- Trading posts – green crystal wand for a shoe
- Extreme – player gen content is dungeons – too far from Dizzy?
- Cool in Dizzy – novel areas – beanstalk to the crystal castle is great
- Treasure island – die underwater until you get the scuba gear
- Basic island with another cool aspect
- Down the well into Australia – novelty travel

## Stu

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- Casltevania – building – what's in the next room

## Peter

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- I've found a new area to go into – monitise other areas

## Andrew

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- Map mode – fog of war

- Grey areas for partial completion
- Fable twinkles – something I need to be doing next

## Peter T

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- Skyrim – endless locations – filling in the map with white things with diamonds
- Completist mentality is compelling
- Ties into updates – keep pluggin stuff in

## Lynsey

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- Wide range of difficulty
- Easy with hints
- Old school is no help

## Zoltan

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- You could leave a flag if you are the first to discover it

## Peter T

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- MMO for kids – structure is always expanding space
- What is Dizzy about
- Platforming?
- Dizzy, you had the roll – appealing and frustrating!
- Egg movement is goo – falling off ledges was a pain, you had to compensate
- Controls?
- More flexible movement?

## Ed

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- Waypoint

## Lynsey

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- Drag him left and right and tap him to jump

## Andrew

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- Flight path – I like drawing path
- Any good platformers

## Peter T

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- Little Acorns – though virtual buttons

## Mark W

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- Rayman – Auto runs with other controls

## PJ

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- Lost winds

## Peter T

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- Flick him up – tiddlywinks flip to get him up ledges
- Similar to lost winds
- Enemies – Awful in Dizzy – delicately remove from the world of Dizzy
- Stationary hazards are fine

## Andrew

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- Get out for difficult situations
- Use crystal to get hints
- Buy a bunch of cheats

## Peter T

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- Mario Galaxy 2 – princess help you by doing the problem bit

## Lynsey

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- LA Noir – you can skip stuff

## Andrew

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- New super Mario on the Wii – has a mode of show me
- You watch someone play it

## Zoltan

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- Pacman championship had the same thing
- Highest scoring players have their play recorded for others to try

## Peter

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- Nice social feature
- I can be a guide – record and share

## PJ

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- Make it a challenge for coins – out of your pool of friends

## Andrew

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- Phone a friend feature
- Automatically shows some of your play to a friend
- Pushes you to stay ahead of your friends

## Peter T

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- Is Dizzy about competition?

## Andrew

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- The idea of asking you friend for help
- If I buy a hint from a friend, you donate jewels to a friend
- Promotes staying in front of people
- Only a % of the market will buy jewels
- Short attention span but a big wallet – funds the system?! A psychology?

## Peter T

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- You could create statues

## Ed Linley

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- Treasure hunting & geo caching

## Linsey

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- Using in game currency is important

## Peter T

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- What do we need to o for next time?
- Quests
- Controls
- Business Model
- World / layout
- Inventory
- Short Session Play
- Dialogue – bubbles? (silent play on iPhone) – toggle for speech bubbles
- Character interaction –