

RDC

LEVEL UP



WORKSHOP PART 3:
BALANCE

TALK OVERVIEW

- **Introduction to Balance**
- **Balance Goals**
- **A Balanced Approach to Game Design**

Balance Overview

IMPORTANCE OF BALANCE

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- **Allows you to get the most out of your feature**



IMPORTANCE OF BALANCE

- Allows you to get the most out of your feature
- **Optimize your players' enjoyment**



IMPORTANCE OF BALANCE

- Allows you to get the most out of your feature
- Optimize your players' enjoyment
- **Protect your game economy by thinking everything through**



GET THE MOST OUT OF YOUR FEATURE

GET THE MOST OUT OF YOUR FEATURE



Make it worth the time and resources

GET THE MOST OUT OF YOUR FEATURE



Make it worth the time and resources



Value is relative to effort

GET THE MOST OUT OF YOUR FEATURE



Make it worth the time and resources



Value is relative to effort



Make your content last

Balance Goals

PLAN YOUR BALANCE GOALS WITH YOUR TEAM

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- **What will your feature accomplish?**



WHAT WILL YOUR FEATURE ACCOMPLISH?

WHAT WILL YOUR FEATURE ACCOMPLISH?



How do you want your players to engage with the feature?

WHAT WILL YOUR FEATURE ACCOMPLISH?



How do you want your players to engage with the feature?



What resources will you create or sink?

WHAT WILL YOUR FEATURE ACCOMPLISH?



How do you want your players to engage with the feature?



What resources will you create or sink?



What core systems will the feature touch?

PLAN YOUR BALANCE GOALS WITH YOUR TEAM

- **What will your feature accomplish?**



PLAN YOUR BALANCE GOALS WITH YOUR TEAM

- **What will your feature accomplish?**
- **How long should the content last?**



CONTENT DURATION

CONTENT DURATION

- **How long will the initial feature last?**



CONTENT DURATION

- How long will the initial feature last?
- How long will a typical update last?



CONTENT DURATION

- How long will the initial feature last?
- How long will a typical update last?
- How much development time will updates require?



PLAN YOUR BALANCE GOALS WITH YOUR TEAM

- **What will your feature accomplish?**
- **How long should the content last?**



PLAN YOUR BALANCE GOALS WITH YOUR TEAM

- **What will your feature accomplish?**
- **How long should the content last?**
- **How will you gather feedback and iterate?**



FEEDBACK STRATEGY

FEEDBACK STRATEGY

- **Designer Playtest**



FEEDBACK STRATEGY

- **Designer Playtest**
- **Team Playtests**



FEEDBACK STRATEGY

- Designer Playtest
- Team Playtests
- **Beta Testers**



FEEDBACK STRATEGY

- **Designer Playtest**
- **Team Playtests**
- **Beta Testers**
- **Analytics**



PLAYTEST GUIDELINES

PLAYTEST GUIDELINES

- **Gather and consider all feedback you receive**



PLAYTEST GUIDELINES

- **Gather and consider all feedback you receive**
- **Capture all bugs and unexpected behaviors**



A Balanced Approach

DATA AND INTUITION

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**It's the intangibles
that make our
game fun. We
know what is best
for players.**

Intuitive Design

DATA AND INTUITION

**It's the intangibles
that make our
game fun.** We know
what is best for
players.



Intuitive Design

DATA AND INTUITION

It's the intangibles that make our game fun. **We know what is best for players.**



Intuitive Design

DATA AND INTUITION

Analytics tells us what players like. If you don't have data proving it is fun, it's not worth putting in the game.

**Data Driven
Design**

DATA AND INTUITION



Analytics tells us what players like. If you don't have data proving it is fun, it's not worth putting in the game.

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Analytics tells us what players like. **If you don't have data proving it is fun, it's not worth putting in the game.**

**Data Driven
Design**

DATA AND INTUITION



Intuitive Design

Data shows us that
players enjoy this
aspect of the game.
We think this feature
will enhance that
experience

**Data Informed
Design**



**Data Driven
Design**

A BALANCED APPROACH

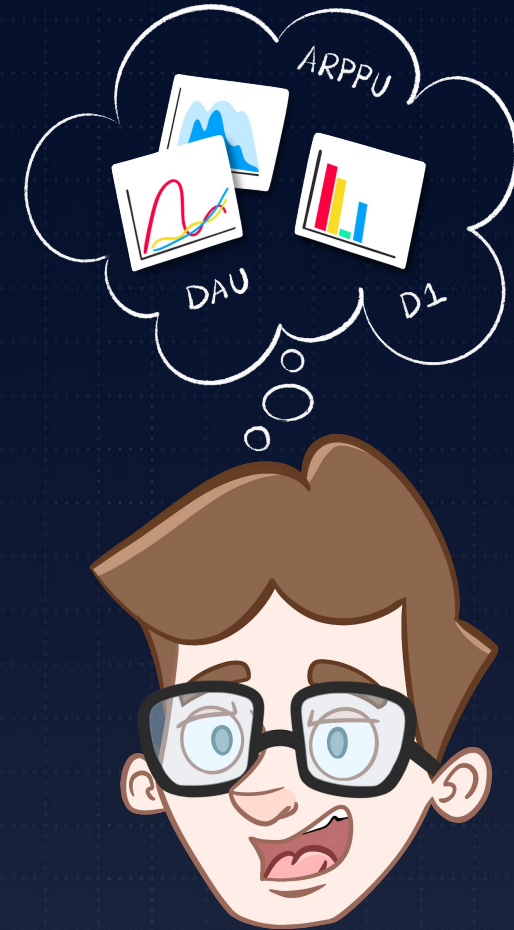
A BALANCED APPROACH

- **Ideate and build your feature**



A BALANCED APPROACH

- **Ideate and build your feature**
- **Balance with your team's goals and average player data**



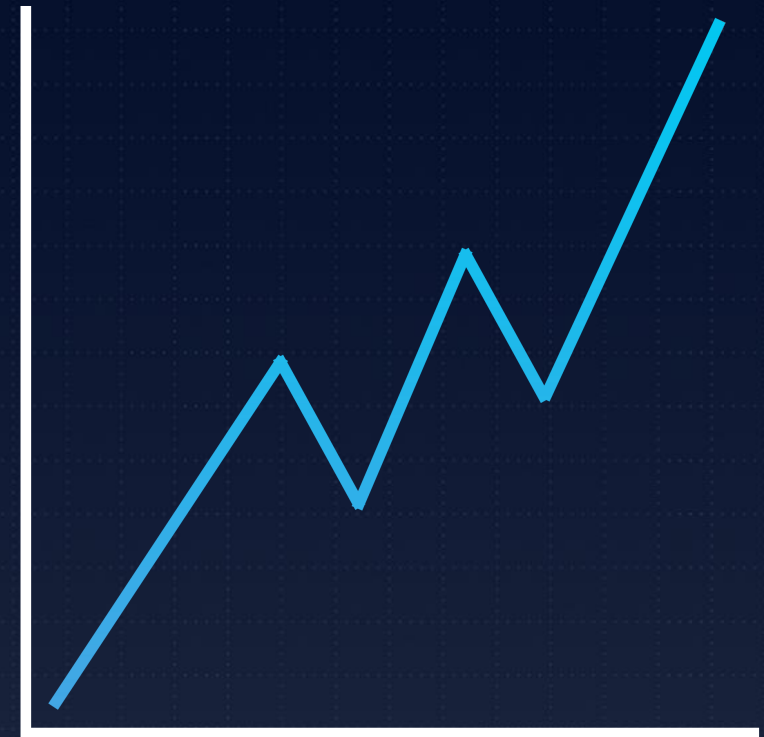
A BALANCED APPROACH

- **Ideate and build your feature**
- **Balance with your team's goals and average player data**
- **Gather information during playtests to refine your experience**



A BALANCED APPROACH

- **Ideate and build your feature**
- **Balance with your team's goals and average player data**
- **Gather information during playtests to refine your experience**
- **Implement analytics and further refine the experience**



A BALANCED APPROACH

- Ideate and build your feature
- Balance with your team's goals and average player data
- Gather information during playtests to refine your experience
- Implement analytics and further refine the experience
- **Gather community feedback constantly**



REBALANCING CONTENT

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- **It's better to be too difficult rather than too easy**



REBALANCING CONTENT

- **It's better to be too difficult rather than too easy**
- **Bufs are typically better received than nerfs**



REBALANCING CONTENT

- **It's better to be too difficult rather than too easy**
- **Bufs are typically better received than nerfs**
- **Always take action if your game's health is at risk**



Questions?

BREAKOUT: DISCUSS YOUR BALANCE GOALS!

Discuss your balance goals for your feature with your team

Answer the following:

- How do you want your players to engage?
- What resources will you create? What resources will you sink?
- What core systems does your feature interact with?
- How long should the content last?
- How will you gather feedback and iterate?

