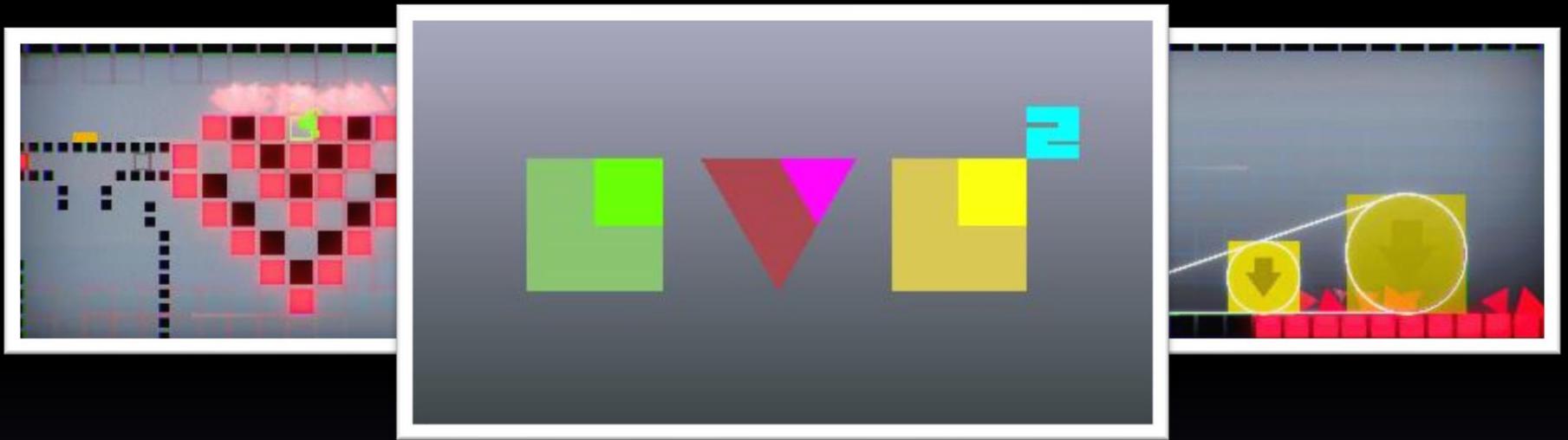# Game Design Portfolio

Stephen Scoglio

Title: LVL² (Level Squared)
Role: Lead Designer
Platform: PC
Demo: https://glitchcrabstudios.itch.io/levelsquared

Tools Used: Unity
Duration: 6 Months
Team Size: 8

As Lead Designer I was tasked with establishing the overall tone of the game, writing UI and designing and implementing levels in Unity.
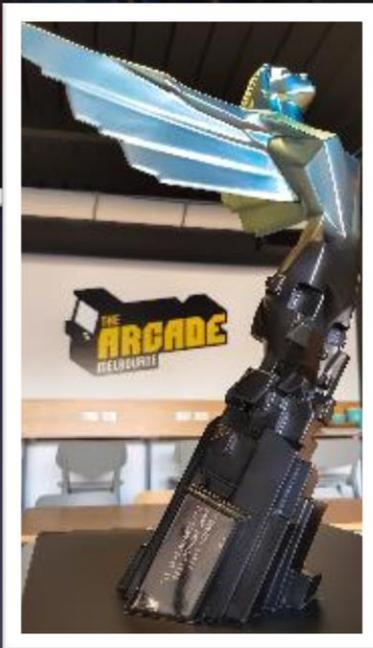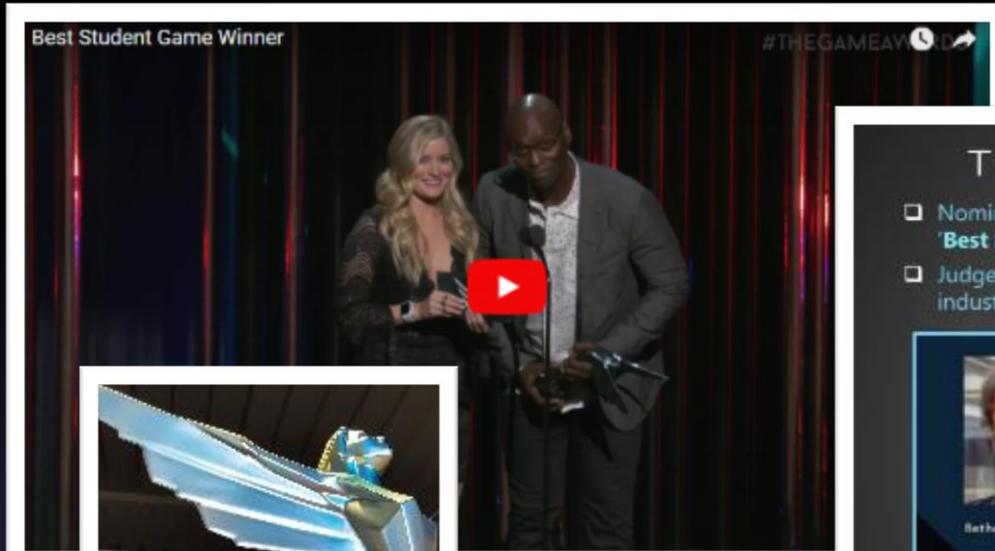
As this was to act initially as a demo for PAXAUS17, I felt it important to introduce players to this new game world quickly. I set myself the following goals:

- Keep demo short: 7-10 minute playthrough
- Introduce mechanics through level design
- Reinforce mechanics through narrative-driven UI
- Iterate on learning and using mechanics as gained

LVL² Trailer

LVL²: Winner Best Student Game

Title: Light My Way
Role: Lead Designer/Concept/Audio Design
Platform: PC

Tools Used: Unity
Duration: 6 Months
Team Size: 4

Light My Way was a prototype developed as part of assessment for Swinburne University's Digital Game Prototyping Lab and featured as part of the 2016 Swinburne Student Showcase.

As Lead Designer I developed the concept of the game and helped establish tone through sound design, as well as designing and implementing levels in Unity.

My contributions to the game also included:

- Building levels and working alongside artist to create appropriate assets
- Sourcing music and sound effects and implementing them through Unity
- Adding storytelling elements to the environment
- Paper prototyping designs prior to implementation

Title: Interdimensional Lindy Hopping with Monkey Sartre
Role: Writer / Concept / Narrative
Platform: Twine/Online

Tools Used: Twine
Duration: 12 Weeks
Team Size: 1

Monkey Sartre is a short narrative space adventure produced in Twine as part of assessment for Swinburne University's Writing for Interactive Narratives.

As a text-based adventure, my main design challenge was in controlling the scope of the project.

Text was limited to 3000 words and I wanted to create a story with a number of variables and forking paths to give the player a sense that there were many choices and possibilities in the narrative.

Monkey Sartre: Play Online

Title: Wing-It
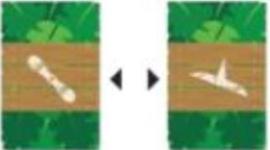**Role:** Game Design / Narrative
Platform: Board Game

Tools Used: Paper prototyping
Duration: 6 Months
Team Size: 4

Wing-It is a board game designed as part of an assessment for Principles of Game Design and presented at PAX AUS 2015.

As Designer, I designed the board layout, developed the game ruleset, characters and narrative and created the accompanying documentation. I also hosted playtests and iterated on initial designs and mechanics to improve gameplay over time.

Wing-It Concept & Design

Gameplay Mechanic Documentation

Mechanic	Properties
Trading	At each turn, players can ask a player of their choosing if they have a particular scrap piece that they desire. If the player has the piece they MUST trade it with the player who requested it. The player that requested the piece will in return, trade an unwanted piece. The player that gave up their piece cannot ask that player for the card back at their next turn. This mechanic can set players back in their attempts to collect all the pieces they require whilst simultaneously helping their opponents to reach their goal.
Recycling	To progress in the game, you need to collect your Plane Parts, and the only way to do that is to Recycle your Scrap Parts with the Scrapmaster. Each character needs a specific amount of Scrap Parts to be allowed to Recycle, which can be seen on the back of Character Cards, or on the Scrapmaster Reference Guide. This mechanic will be the main goal of players for the majority of the game and will produce competitiveness amongst opponents.
Chance cards	Chance cards are turned over when a player lands on the associated tiles. These cards have a number of random actions that must be put into effect by the player who drew the card. These cards generally have a positive effect, allowing the player to ask every other player for a card they're after, or to be used to get out of a pit.

Player cards	These are held by individual players and list the number of scrap pieces that player needs to obtain a plane piece. Each player has a different number of pieces needed to achieve their goal, meaning that players will place higher importance on differing pieces and increase competitiveness.
Wild Turkeys	Featured in the deck of scrap pieces are "Wild Turkey' cards. These cards can be used in place of any scrap piece when recycling for a plane part. Players can also trade for Wild Turkeys but as there are only a small number of them in the deck this can be a calculated risk!
Nests and Raids	Each player has their own nest to call home, this is the base tile were the player begins. Nests can be raided by opponents, when landed on opponents can choose a plane piece for which to steal from you. If there is less than four players the unoccupied nests become Chance Card tiles.

Title: Wing-It: Shell Shock
Role: Game Design / Narrative
Platform: Videogame Concept

Tools Used: Paper prototyping
Duration: 3 Weeks
Team Size: 2

Wing-It Shell Shock is videogame concept designed as part of an assessment for Principles of Game Design.

In moving the game to a digital space we want to not only expand the Wing-It universe and bring it to life but to also make it a social space where friends can gather to compete against one another through co-op play.

As a designer I created the overall concept as well paper prototyping game designs and mechanics, working closely with the artist to bring these to life.

Shell Shock Concept & Design

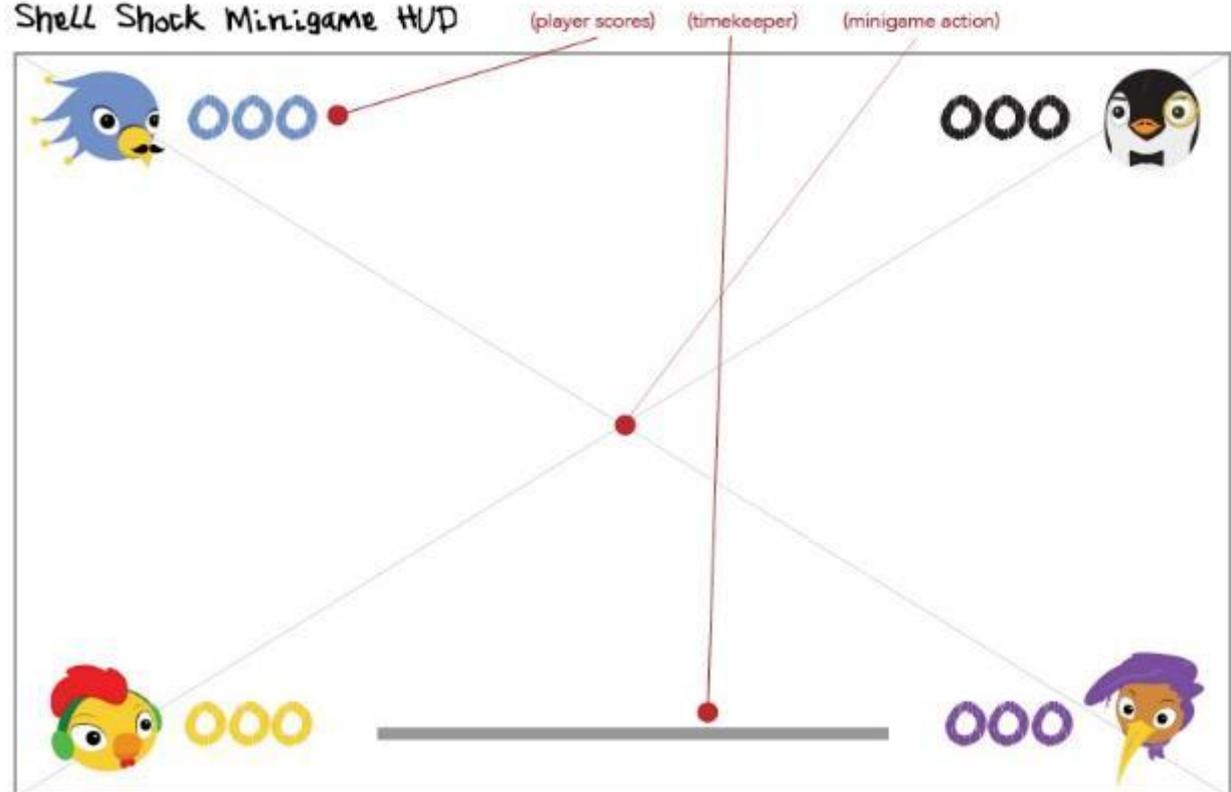Shell Shock Minigame HUD — (player scores) (timekeeper) (minigame action)

CONCEPT

Wing-It Shell Shock departs from some game-play elements of the original board game to ramp up the competitiveness whilst retaining the group-play party aspect that made it enjoyable for family and friends.

In Wing-It Shell Shock, players choose their birds and compete in mini-games that expand on existing elements in the original board game, building on the stories that were created there.

Each challenge plays on the concept and humour of a group of birds that aren't able to fly and are put in a position where it would really come in handy.
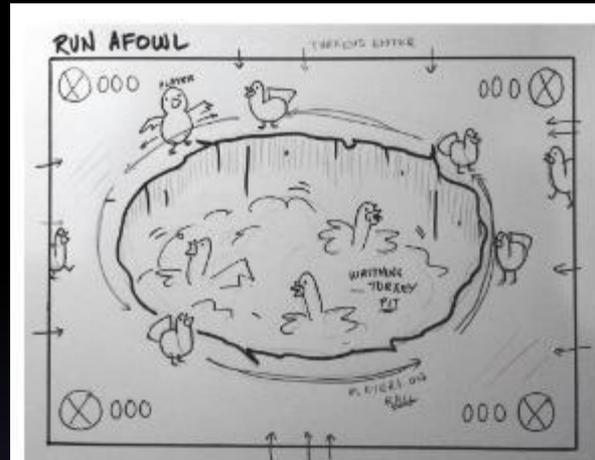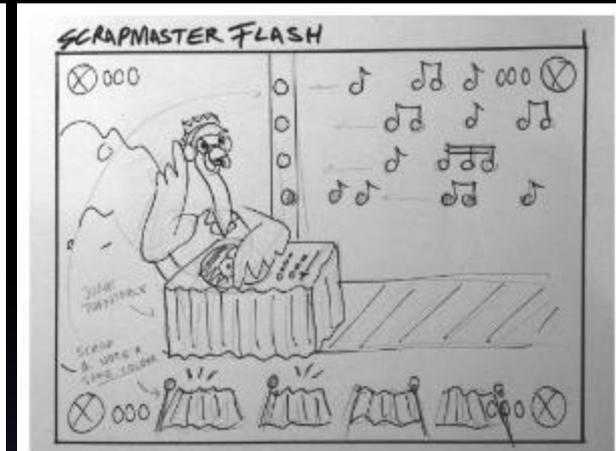
Shell Shock Concept & Design

Mini-game concepts

Character art