

WHAT IS IT LIKE TO WORK IN GAMES?

## HOW CAN A DESIGN WIKI SERVE A GAME DEV TEAM?

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DESIGNER @





2008 - VIKING: BATTLE FOR ASGARD



2006 - HEAVENLY SWORD



2004 - TFO (UNRELEASED)



2003



2002...



# HOW CAN A DESIGN WIKI SERVE A GAME DEV TEAM?

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# WHAT IS A WIKI?



## WHAT IS A WIKI?

A **wiki** is a collection of **web pages** designed to enable anyone who accesses it to contribute or modify content, using a simplified **markup language**.<sup>[1][2]</sup> Wikis are often used to create **collaborative websites** and to power community websites. The collaborative encyclopedia **Wikipedia** is one of the best-known wikis.<sup>[2]</sup> Wikis are used in business to provide **intranets** and **Knowledge Management** systems. **Ward Cunningham**, developer of the first **wiki software**, **WikiWikiWeb**, originally described it as "the simplest online database that could possibly work".<sup>[3]</sup>

"Wiki" (/wi ki/) is originally a **Hawaiian** word for "fast".

The image shows a screenshot of the Wikipedia article for "Wiki". The page title is "tree encyclopedia". The main content area contains the following text:

*"Wiki/wiki" redirects here. For other uses, see Wiki (disambiguation).*  
*"WikiNode" redirects here. For the WikiNode of Wikipedia, see Wikipedia:WikiNode.*

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"Wiki" (/wi ki/) is originally a **Hawaiian** word for "fast". It has been suggested that "wiki" means "What I Know Is".<sup>[4]</sup> However, this is a **backronym**. "Wiki Wiki" is a **reduplication** of the same word.

Contents [show]

- History
- Characteristics
- 1.1 Edited with spaces

The screenshot also shows the Wikipedia navigation sidebar on the left, including sections for navigation, search, and interaction.

## WHAT IS A WIKI?

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"Wiki" (/wi ki/) is originally a **Hawaiian** word for "fast".

1. QUICK & EASY SYSTEM FOR ANYBODY TO AUTHOR PAGES IN A SITE
2. ANYBODY CAN READ, MAKE CHANGES, AND WRITE COMMENTS
3. QUICK & EASY TO LINK RELATED PIECES OF INFO TO ONE ANOTHER
4. A SINGLE HUB LINKING OUT TO OTHER RELEVANT FILES AND SITES

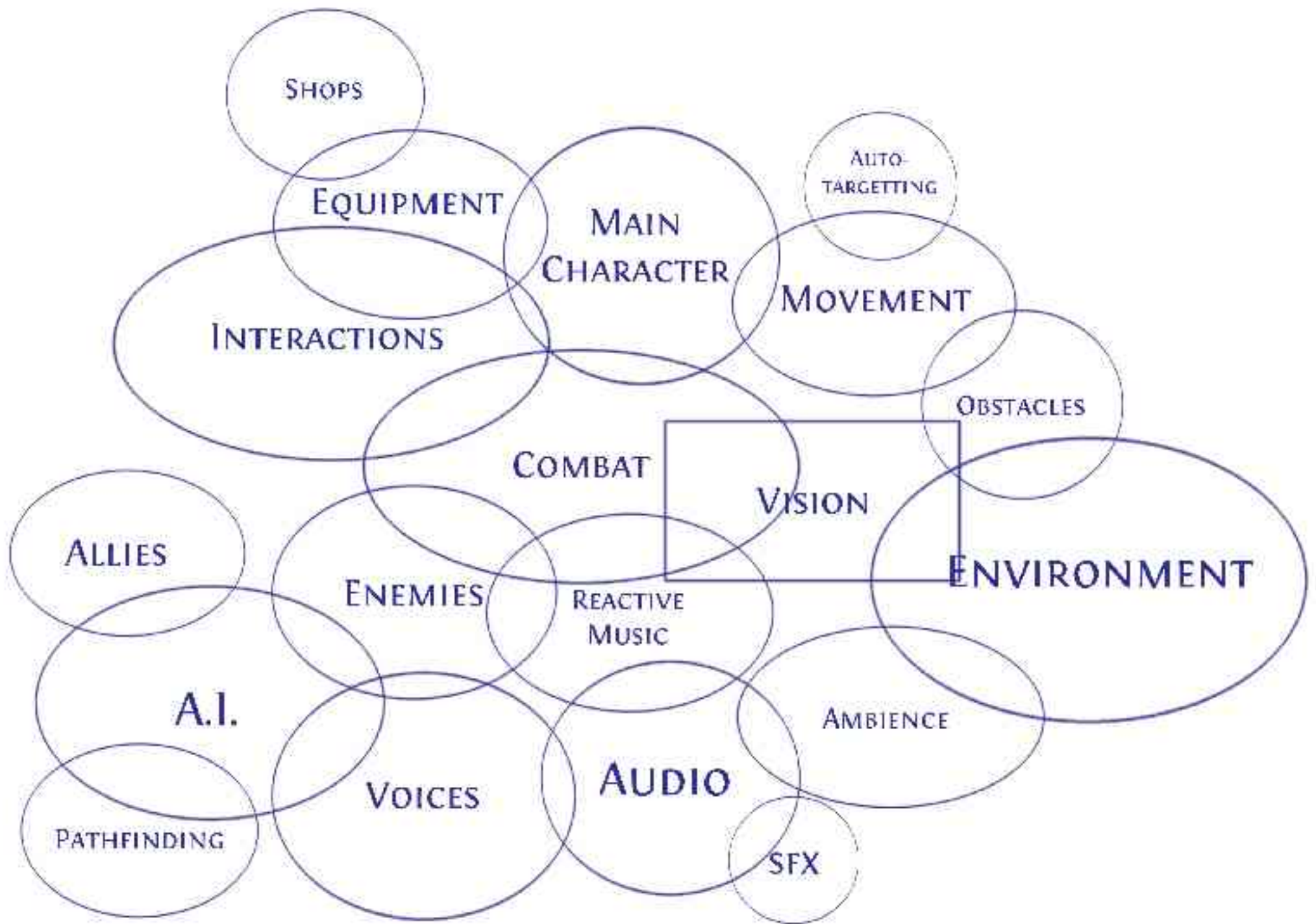
## GAME DESIGN GROWING UP



GAME DESIGN GROWING UP

STAGE 1 - GDD IS THE DESIGN

VISION



## GAME DESIGN GROWING UP

### STAGE 1 - GDD IS THE DESIGN

#### BONUS STAGE - DON'T BOTHER WRITING ANYTHING!

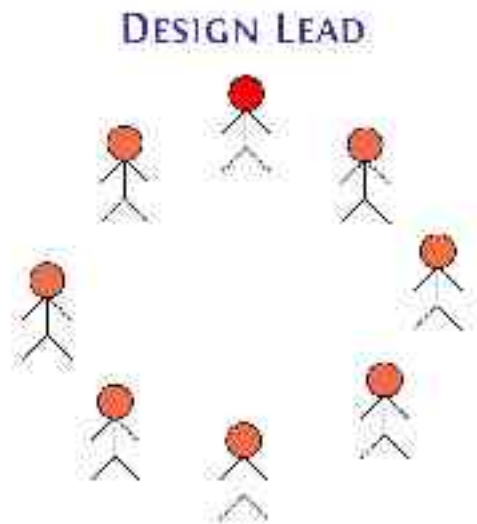
“The GDD is too big to read!”

“Design docs are always too ambitious.”  
(I don't trust them.)

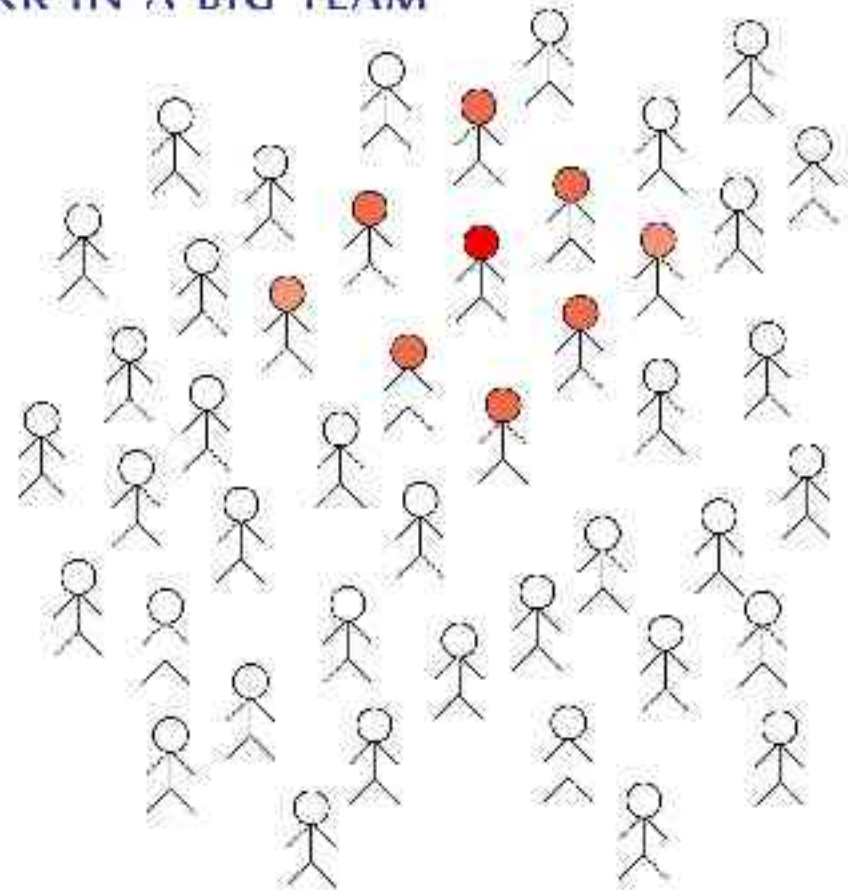
“The design is changing all the time anyway.”

“Nobody reads them anyway.”

TALKING TO EVERYONE WORKED IN A SMALL TEAM,  
BUT IT DOESN'T NECESSARILY WORK IN A BIG TEAM

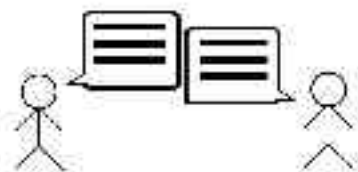


ANIMATION  
ART  
ENGINEERING  
SOUND  
WRITING

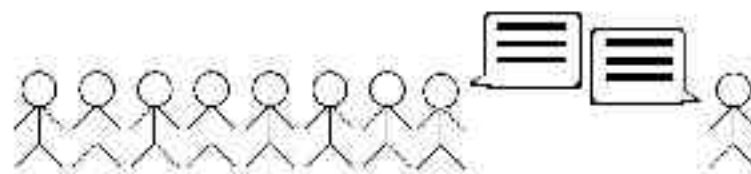


# ANSWERING QUESTIONS

SMALL TEAM



BIG TEAM



GAME DESIGN GROWING UP

STAGE 1 - GDD IS THE DESIGN

BONUS STAGE - DON'T BOTHER WRITING ANYTHING!

STAGE 2 - "DOC-AS-YOU-GO"

## GAME DESIGN GROWING UP

STAGE 1 - GDD IS THE DESIGN

BONUS STAGE - DON'T BOTHER WRITING ANYTHING!

STAGE 2 - "DOC-AS-YOU-GO"

STAGE 3 - WHAT NEXT?



# HOW CAN A DESIGN WIKI SERVE A GAME DEV TEAM?

IS THE DESIGN RELEVANT?

# HOW CAN A DESIGN WIKI SERVE A GAME DEV TEAM?

IS THE DESIGN RELEVANT?

IS IT COMPREHENSIVE?

# HOW CAN A DESIGN WIKI SERVE A GAME DEV TEAM?

IS THE DESIGN RELEVANT?

IS IT COMPREHENSIVE?

IS IT CURRENT?

**THANK YOU**