

TEMPORAL STRUCTURES OF



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TAXONOMY OF TEMPORAL STRUCTURES

Change of state	Spatiotemporal structures	Goals and restrictions
<i>Action (and reaction)</i>	<i>Localization</i>	<i>Time Gauges</i>
<i>Progression</i>	<i>Spatial Design</i>	<i>Turns</i>
<i>Pace (constant-fluctuating)</i>	<i>Discrete/continuous space</i>	<i>Conditions</i>
<i>Triggers</i>		<i>Levels</i>
<i>Layers</i>		
<i>Loops</i>		

CHANGE OF STATE

Action

- Avatar controls: Jump, walk/run, punch, swim, dive, climb, backflip, climb
- Drive Vehicles: Rowboat, bike, cars, submarines, etc.
- Ride animals: pig (run, jump), dolphin (swim, dive), horse

CHANGE OF STATE

Progression

Gradual acquisition of tools that grants access to new actions

- Discovery tool action: Discover by “absorbing” objects, build stuff
- Landscape tool: allows you to shape landscape (add, remove, flatten, raise and lower)
- Paint tool actions: change color or even substance (paint lava)
- Copy gun: copy stuff, like houses (and then place them with the discovery tool)
- Building gun: build stuff brick by brick

- Contingent to rank: Camera, lantern, and others

CHANGE OF STATE

Pace

Constant

Triggers

Voluntary

CHANGE OF STATE

Layers

Map menus (individual world maps and galaxy map) pause the game world

Loops

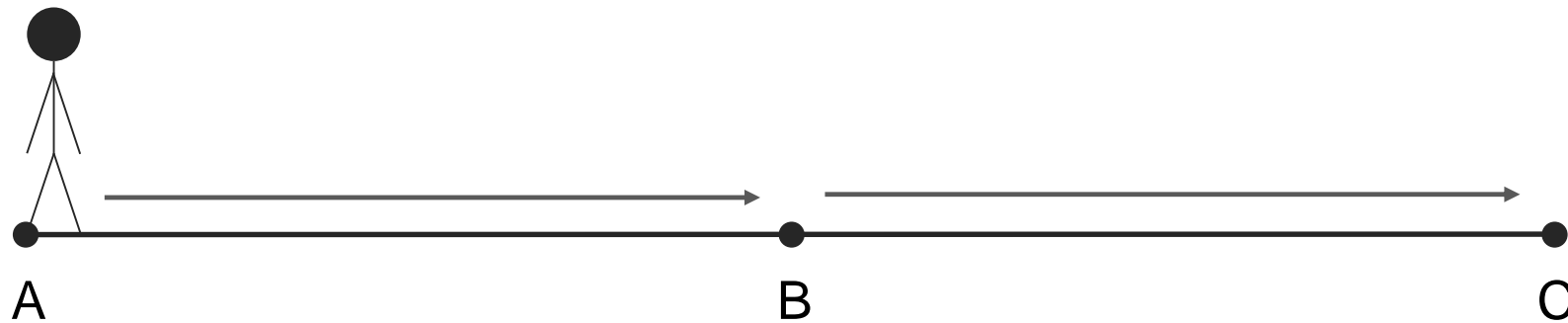
- No save-load mechanic (direct respawn after death)
- Day/night cycle
- (Pseudo-loops: Mission templates that repeat)

SPATIOTEMPORAL STRUCTURES

Localization

Radial localization

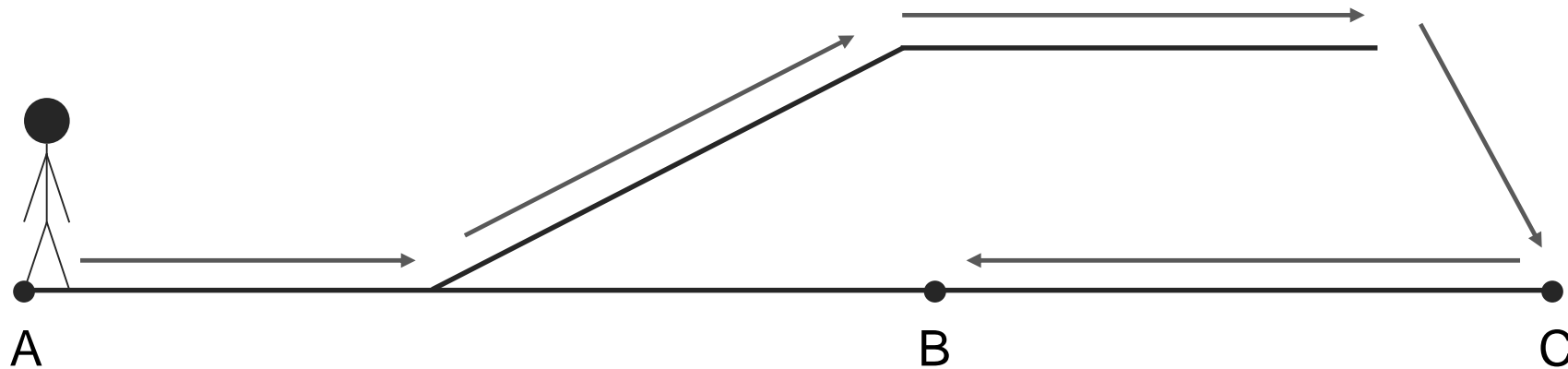
Crucial for temporal sequencing in the game



SPATIOTEMPORAL STRUCTURES

Spatial design

Present, but important to a limited extent, since the player can modify the terrain



SPATIOTEMPORAL STRUCTURES

Discrete/continuous space

The game features discrete units of space with continuous navigation within them (semi-open world)

GOALS AND RESTRICTIONS

Time gauges

Limited use: underwater oxygen (not with every character model) and day/night cycle (at least in one world type)

Turns

N/A

GOALS AND RESTRICTIONS

Conditions

Main condition: Gather golden blocks

Sub-conditions contingent on particular mission: Fetch quests, defeat enemies, build missions, craft missions, etc.

Levels

Character levels: Ranks that unlock particular tools (camera, lantern)

Stages: The game has discrete worlds with a progression that depends on the acquisition of golden blocks