THIS CERTIFICATE IS PROUDLY AWARDED TO

Maksym Kornilov

and confirms that the participant completed 15 weeks of mentorship classes and all workshops, mastering industry-proven frameworks for designing game mechanics, characters, abilities, and combat systems.

AWARD 2024

SKILLS

Program Instructors:

Main Instructor:

1. Alex Brazie (Linkedin)
   - Studios: Blizzard, Riot, Moon Studios
   - Games: World of Warcraft, League of Legends, Ori and the Will of Wisps, No Rest for The Wicked, and two unannounced projects.
   - Consulted Indie Studios to ship over 32 games

Expert contributors:

1. Joe Sopko (LinkedIn)
   - Combat Designer - Ashen (A44 Games)
   - Combat Designer - No Rest for the Wicked (Moon Studios)
   - Unreleased Title - Firewalk Studios

2. Celia Wagar
   - Fighting game balance and systems Crit Points Blog
   - Adult Swim Games

3. Chad Verrall (LinkedIn) - 3Cs Designer
   - Jedi Survivor (Respawn Entertainment)
   - Numerous Games (Ready at Dawn)
   - God of War: Ascension (Gas Powered Games)

4. Chris McEntee (LinkedIn)
   - Design Director - Cuphead 2 (Studio MDHR)
   - Design Lead - Ori 2 (Moon Studios)
   - Content Director - Rayman Legends (Ubisoft))

5. Michael Anderson (LinkedIn)
   - Principal Game Designer (Gravity Well)
   - Level Designer (Valve)
   - Sr. Game Designer - Apex Legends (Respawn Entertainment)
   - Game Designer - Modern Warfare (Infinity Ward)

Curriculum:

1. How to Increase Your Gameplay's Depth
2. Mastering Video Game Mechanics Fundamentals
3. How to Leverage Player Skills to Improve Gameplay
4. How to Apply Player Psychology in Your Games
5. Master the 3Cs of Gameplay - Characters, Controls & Camera
6. Game Feel: A Guide to Responsive and Visceral Gameplay
7. Game Balance: Adapting to Evolving Player Behavior
8. Adapting Mechanics to PvP Dynamics
9. Adapting Mechanics to PvE Dynamics
10. Adapting Mechanics to Co-op Dynamics
11. Utilize Compositional Frameworks

Completed Workshops:

1. Mapping and Refining Mechanics for 'No Rest for the Wicked'
2. Analyzing Player Skills Across Different Genres
3. Dissecting Player Psychology from Steam's Top Games
4. Comparing Controller Differences and Gameplay Impact Across Genres
5. Gameplay Footage Analysis: Game Feel and Design
6. Creating a Game Balance Analysis Spreadsheets
7. Designing Melee Combat Trade-offs for 'No Rest for the Wicked'
8. Planning Engaging Enemies for a Platformer Game
9. Creating Co-op Abilities for 'No Rest for the Wicked,' 'League of Legends,' 'Ori,' and 'WoW'
10. Developing Frameworks for Ability Design
11. 80 Game Design Drills & Exercises

Alexander Brazie, Founder Game Design Skills
Date: 10/29/2024