



Toontown Rewritten Game Design Game Designer Application

Thank you for showing interest in becoming part of the Toontown Team! Before you start filling out this application, there are a few things you should know:

1. **Toontown Rewritten is a volunteer effort.** No income or salary is provided as compensation for anyone's involvement.
 2. **Game Designers help find the heart of what makes Toontown fun.** This requires not just deeply understanding Toontown and its players through feedback and data analysis, but planning creative designs for mechanics, systems, balancing, core loops, and other aspects of gameplay.
 3. **Great communication, organization, and collaboration skills are essential.** No programming or artistic experience is required, however, Game Designers must have a firm understanding of all of the work that goes into a game to better collaborate with other team members. These skills are essential for reviewing community feedback, creating Game Design Documents, and other important responsibilities that facilitate well planned and executed content for the game.
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As a Game Designer for Toontown Rewritten, you will be collaborating with the development team to design, iterate, and playtest game content while upholding the creative principles that have made Toontown outrageously fun. Your unique experience, player insight, and creativity will help the team stick to Toontown's core Design Pillars by creating documents that cast a unified vision for new game content. Other responsibilities include processing feedback, hosting playtests, and performing data analysis.

No artistic or programming knowledge is required, however we are searching for applicants who have unique multidisciplinary talents and a strong sense of massively multiplayer design expertise.

Position Requirements

- Must be at least 13 years of age.
- Have a firm understanding of best practices for family friendly and massively multiplayer design.
- Able to design systems with attention to detail such as long-term player impact and ripple effects.
- Strong communication, organization, and collaboration skills with multidisciplinary talents.
- Must be the primary owner of the computer used for sharing confidential files.
- Have time to dedicate to communication and discussion on top of time used for game design.





To submit your application, please copy the questions below into an email (and answer them, of course!) then send your email to support@toontownrewritten.com. After we receive your email, we'll follow up within a few days and will file away your information until the position is open for recruitment.

About You

- What is your first name, and preferred name?
- What is your date of birth?
- Is English your first language?
- Can you tell us a bit about yourself?
- What team values are most important to you based on your past and/or current experience working in a collaborative environment?
- What do you think you can bring to the table as a Game Designer?
- Do you have any multidisciplinary skills (programming, art, creative writing, juggling, etc.)?

Toontown

- Please list your Toontown Rewritten account username(s).
- Do you have any previous infractions (warnings, suspensions, terminations, loss of ability to use SpeedChat+ or submit names) on any of your accounts? If so, what are they?
- How often do you play Toontown Rewritten?
- Are you an active member of any Toontown-related websites or communities outside of the game? If so, where can we find you? Direct links to your profiles would be great!
- How did you hear about Toontown Rewritten hiring?

Design Experience

- What are some of your favorite games? What aspect of their design do you enjoy most, and why?
- Do you have any previous experience with game design?
- Are there any game design tools or resources that you enjoy using?
- What are the most important design themes and principles that you would keep in mind when designing content for Toontown?
- Do you have a portfolio or any other place where we can see your talents? We would be glad to see any of your previous design work!





Availability

- What timezone are you in?
 - When are you usually available on your computer?
 - How much time can you commit to your job as a Game Designer per week?
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This application also contains a required challenge to be submitted with it. Please attach your challenge to your email in a PDF, JPG, or PSD format.

Required Challenge

It's time to have some fun! Imagine you have the chance to design only *one* expansion or change for Toontown, so you want to make sure it's a project that will make the most impact. What would it be? Additionally, imagine that this expansion has to be reasonable for the Toontown Team (that is, a part-time volunteer development team) to complete in less than 18 months. "Rebuild the game as a sequel" is *probably* out of scope...

In other words: We would like to challenge you to design the most meaningful and fun project that could be created with limited resources and limited time to improve Toontown for everyone. Your expansion could be anything from a new Playground to a new Gag Track, or even something smaller in scale like a new set of ToonTasks!

When submitting your challenge, include the following elements:

1. A Game Design Document that explains your expansion in the form of a Word file or Powerpoint presentation. (Google Docs also works.)
2. Within your Game Design Document: Sections containing a high-level overview of any sort of mechanics, systems, balancing, core loops, and other aspects of gameplay for your expansion.
3. OPTIONAL: Any visual aids that you'd like to embed within your Game Design Document such as screenshots from other games, basic sketches, or even just random photos from the internet that portray the feeling of your expansion.

(Continued on the next page.)

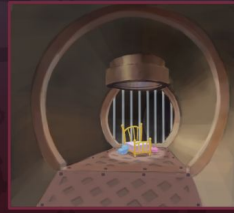


TOONTOWN Rewritten

To help you brainstorm, here are two slides to serve as examples from our Game Design Document for the Toon Resistance Hideout -- a small part of our Sellbot Field Offices expansion:

Exit Design

- Inside the hideout, Exit mechanisms should be placed in a tunnel-like area (a small pipe or archway, for example) to evoke feelings of running through a street tunnel.
- When Toons enter said tunnel, they will automatically be pulled into a very brief cutscene to exit the area based on their entrance position, similar to street tunnels.
- Exits should be clearly marked to show the trigger point so that it isn't a surprise to be roped into an exit cutscene. In other words, players should understand that they can't freely walk into this area.



Resistance Rangers

- Resistance Rangers can be found all over the area diligently working.
- Some Rangers may be inaccessible and only viewed at a distance, as just a bit of decoration to make the area more lively.
- There will be *around 4* main NPCs in the area who provide Toon Resistance ToonTasks.
 - These should be a bit spaced out throughout the area to prevent overcrowding.
- Maybe a rarely spawning NPC with unique tasks? NPCs that swap out randomly?



Last thing: Have fun with this challenge, but don't go overboard! We're only looking for a simple demonstration of your talents and thought process, and we don't want you to feel pressured to do something massive. No custom artwork or programming is required.

Thank you for taking the time to apply for Toontown Rewritten!

You ARE Toon Enough!

