



GAME DESIGN DEPARTMENT

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.** You'll be tasked with collaborating with the development team to solve difficult design challenges in creative ways, as well as studying feedback and collecting data to deeply understand Toontown and its players.
 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 outrageously fun content for Toontown.
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ABOUT THE ROLE

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 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 for massively multiplayer design.

POSITION REQUIREMENTS

- Must be at least 16 years of age.
- Must have a Toontown Rewritten account that is at least six months old.
- Must be recently active in-game or in the community for at least four consecutive months. This means showing activity for at least a couple days each week for a period of at least four months.





- Display excellent oral and written communication skills that portray a kind, positive, and inclusive demeanor to everyone, even in tense situations.
- Must be actively engaged with at least one out-of-game Toontown Community fansite or group.
- Must have knowledge of Toontown Rewritten's current and past projects to answer questions and stay in touch with the community.
- The ability to start and/or keep conversations going in front of large crowds and able to think quickly for on-the-spot questions/scenarios.

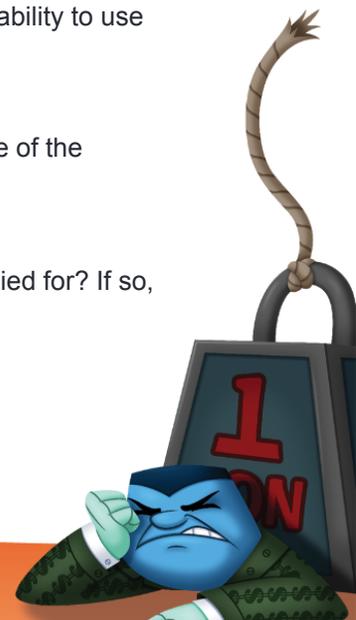
To submit your application, please copy the questions below into an email (and answer them, of course!) then send your email to support@toontownrewritten.com. After we receive your email, we'll follow up within a few days and will file away your information until the position is open for recruitment.

ABOUT YOU

- What is your full first and last name, preferred name, and preferred pronouns?
- What is your date of birth?
- What language(s) do you speak fluently?
- Do you have a Discord account? If so, what is your username?
- Can you tell us a bit about yourself?
- Can you tell us about your experiences working in a team environment? What did you learn from your experience(s), and what values do you believe are most essential to effective teamwork?
- Why do you want to be a Game Designer for Toontown Rewritten?
- Do you have any other multidisciplinary skills (programming, art, creative writing, juggling, etc.)?

TOONTOWN

- Please list all of 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?
- Are there any other positions you are interested in other than the one you have applied for? If so, list all that apply.





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?
- What facet(s) of game design are most interesting to you (narrative design, technical design, quest design, etc.)?
- 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

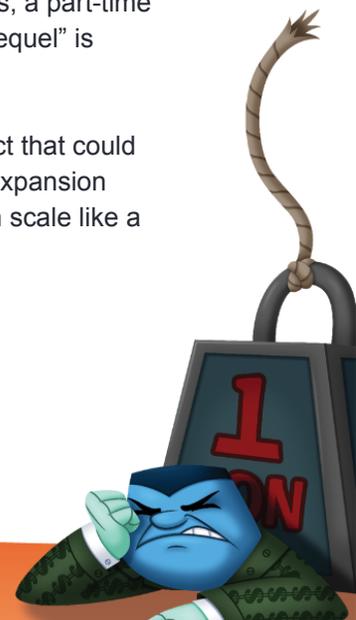
- What timezone are you in?
- When are you usually available on your computer?
- How much time can you commit to your job as a Game Designer per week?

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 12 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!



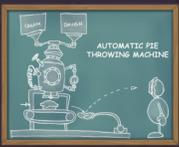
TOONTOWN Rewritten

When submitting your challenge, include the following elements:

1. A Game Design Document for your proposed expansion in the form of a PowerPoint, Google Slides, or other type of presentation. (PDF format is preferred when attaching.)
2. Within your Game Design Document: Sections that explain the high-level design details of gameplay for your expansion.
3. Visual aids that you'd like to embed within your Game Design Document such as screenshots from other games, basic sketches, diagrams, or any other sort of images that portray the feeling of your expansion.

To help you brainstorm, here are four slides to serve as examples from our Game Design Document for the Boiler Room -- the main boss of our Sellbot Task Force expansion:

Design Goals

 Uniquely Challenging <ul style="list-style-type: none">• Create an interesting and fun battle experience that challenges Guests in ways they have yet to experience elsewhere in Toontown.	 Modern Mechanics <ul style="list-style-type: none">• Introduce brand new battle mechanics that deepen traditional gameplay.• Look to modern turn-based RPGs as reference to introduce systems that are proven to be familiar and fun for Guests.	 Timeless Teamwork <ul style="list-style-type: none">• Lead Guests to implement dynamic team-focused strategies to overcome the fight, squashing staleness and creating a long-lasting metagame that they can enjoy for years to come.
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Introduction

- After the Elevator reaches the Boiler Room, the doors open and a cutscene begins.
- While the Resistance Ranger gives instructions about the battle, **the cutscene shows Toons running toward the main battle area** with a few dramatic camera angles.
 - **Telemarketers** and **Cold Callers** can be seen working at desks in the office area of the room.



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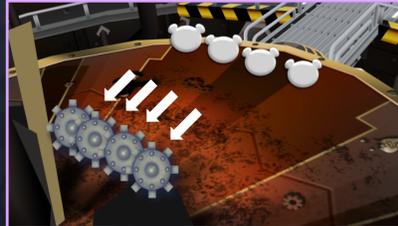
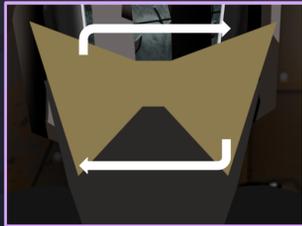
Battle

- Toons must strategically use their Gags to defeat the Boiler, while navigating the Boss's "Offensive" and "Defensive" phases.
- During the **Offensive** phase, the Boss and Cogs do more damage, but the Boss takes **extra** damage from gags.
- During the **Defensive** phase, the Boss will retaliate to any damage from gags.



Defense Attack: Retention Plan!

The Boss spins its eyes once and its pupils grow large, appearing to activate some sort of magnet within it. It lurches over the Cogs and pulls them back, then spins its eyes in the reverse direction to return to normal. Cogs receive increased Defense. **If Cogs were lured, they will be unlured.**



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!

