

Fall Guys — Game Design Case Study

Game Design Case Study focused on analyzing an existing game mode and designing a new team-based round for Fall Guys.

Overview

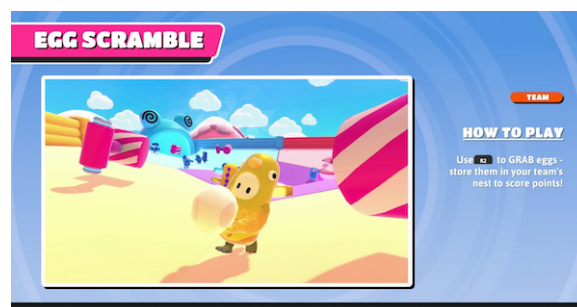
This case study analyzes **Egg Scramble**, breaking down its core gameplay loop, player actions, tactical opportunities, competitive dynamics, and sources of player engagement. Based on this analysis, I designed an original team-based game mode, **Trembling Tower**, including its core rules, scoring system, level layout, player interactions, teamwork strategies, hazards, and risk/reward structure.

Skills Demonstrated

- Game & Level Design
- Gameplay Mechanics & Player Actions
- Multiplayer & Competitive Design
- Team-Based Game Design
- Level Layout & Spatial Design
- Game Mode Design
- Risk vs. Reward Systems
- Scoring & Progression Systems
- Player Interaction & Emergent Gameplay
- Balancing & Difficulty Design
- Game Design Documentation
- Visual Communication & Level Sketching

Game Mode Analysis

Before designing a new level for Fall Guys, I first wanted to understand how the game works and what makes its multiplayer experience engaging. The first stage of my design process focused on analyzing one of Fall Guys' existing game modes, **Egg Scramble**, to understand its core mechanics, team dynamics, and how it creates interaction between players.



During this game mode, players are divided into **three teams**, each represented by a distinct color. The arena is divided into three corresponding team areas, with each team's base clearly identified by the color of its floor and goal net.

- **Objective:** A fixed number of eggs are placed in the center of the arena. Players must collect the eggs and transport them back to their team's base, placing them inside their designated net.
- **Win Condition:** At the end of the round, the **two teams with the highest number of eggs in their nets qualify for the next stage**, while the team with the fewest eggs is eliminated.



I then analyzed how a small set of simple player actions—**walking, jumping, diving, and grabbing**—can create a wide range of tactical possibilities. These actions create a large number of dynamics, allowing players to collect eggs, defend their team's base, steal eggs from opposing teams, intercept players carrying eggs, and disrupt the opposing team's progress. This combination of simple mechanics and multiple possible interactions is an important part of what makes the mode accessible while still creating opportunities for strategy and emergent gameplay.

Fall Guys Design Pillars

After understanding the objective and win condition of **Egg Scramble**, I identified several key design pillars that contribute to Fall Guys' appeal: **a unique concept, accessible controls, error tolerance, replayability, escalating competition, and social interaction.**

These pillars helped me understand not only how the game works mechanically, but also why its gameplay remains engaging for different types of players.

Unique Concept

Fall Guys brings a fresh approach to the Battle Royale genre, which has traditionally been associated with shooters and more intense or serious atmospheres. Instead, Fall Guys presents a **colorful, lighthearted, and family-friendly experience**, centered around clumsy characters navigating chaotic obstacle courses.

The constant falling, bumping, grabbing, and unexpected interactions between players create humorous situations that become an important part of the game's identity. Failure is not simply a punishment—it is often part of the entertainment.

Easy to learn

Fall Guys uses a small set of **simple and accessible controls**, primarily movement, jumping, diving, and grabbing. Its objectives are equally straightforward, allowing players to quickly understand what they need to do without requiring extensive tutorials or prior experience.

This simplicity creates a low barrier to entry while still leaving room for players to improve their movement, timing, and decision-making as they become more familiar with the game.

Error Tolerance

Failure is one of the core elements of Fall Guys. Falling, making mistakes, or being pushed or grabbed by another player can create some of the game's funniest moments. The levels and mechanics are designed around this idea, making failure an expected part of the experience rather than something that should always be avoided.

However, repeated failure can eventually become frustrating. To mitigate this, the game incorporates **error tolerance**, particularly in its race levels. When a player falls, they are generally respawned at a nearby checkpoint or location rather than being sent all the way back to the beginning.

This allows players to recover from mistakes, maintain momentum, and continue competing instead of losing all of their progress because of a single error.

Replayability

Fall Guys remains unpredictable even after multiple rounds. One of the main reasons for this is that players compete against **real people**, meaning that the same level can produce different situations depending on how everyone behaves.

The variety of game modes also contributes to replayability. Each mode introduces different objectives, mechanics, and challenges, requiring players to adapt their strategies from round to round. Additionally, the order in which modes appear can vary, creating an element of surprise and preventing the experience from becoming too predictable.

Together, these elements encourage players to replay the game without feeling that they are simply repeating the same experience.

Escalating Competition

Although *Fall Guys* is easy to understand, it can appeal to both new and experienced players. The competition gradually becomes more intense as players progress through successive rounds.

Each round introduces new challenges while reducing the number of competitors. Players who fail to qualify are eliminated, while successful players advance to increasingly competitive stages. This structure creates a clear sense of progression and raises the stakes as the game continues.

As the competition becomes more intense, players are encouraged to improve their movement, learn from their mistakes, and take greater risks in order to remain in the game. This gradual escalation gives the final rounds a stronger sense of tension and achievement.

Social Interaction

The Social Interaction pillar is closely connected to Fall Guys' **multiplayer structure**. The game is designed not only around completing obstacles and qualifying for the next round, but also around the experience of doing so alongside and against other real players.

Playing against real people creates an additional layer of competition and unpredictability. Players can react to one another's actions, interfere with opponents, cooperate with teammates, and create unexpected situations. These interactions generate emergent gameplay that would be difficult to reproduce with predictable AI opponents.

The presence of other players also makes success more gratifying. Qualifying is not simply about completing a challenge—it means outperforming other human players who are competing for the same goal.

Social interaction also extends beyond direct competition. Fall Guys allows players to form parties and play with friends, making cooperation, shared experiences, and humorous failures an important part of the game's appeal. Celebrating a victory together or laughing at an unexpected failure can be just as memorable as the gameplay itself.

Original Game Mode — Trembling Tower

Using these principles as a foundation, I designed **Trembling Tower**, a new team-based round that preserves the game's recognizable movement and grabbing mechanics while introducing a new strategic objective.

In **Trembling Tower**, three teams compete to construct the tallest and most valuable tower possible using blocks collected from a shared central area.

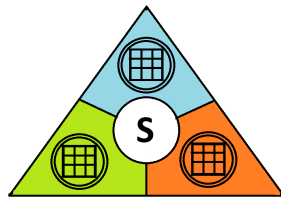
The mode was designed around three interconnected activities:

Collect → Build → Disrupt

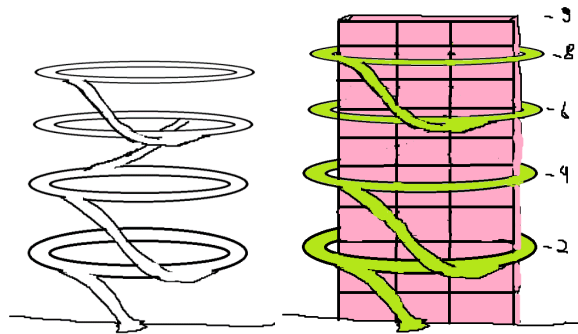
Players must decide how to divide their team between collecting resources, constructing the tower, defending their base, and sabotaging opponents. The round lasts **2 minutes**, with the two highest-scoring teams qualifying for the next stage. Scoring rewards both the number of blocks in the tower and the height of the final tower, creating a meaningful trade-off between safe and aggressive strategies.

Level Design

The arena is divided into three team bases surrounding a central neutral area where blocks spawn.



Each base contains a spiral-shaped structure that allows players to safely construct increasingly tall towers inside it. Each floor has two blocks of height, and the inside of the tower has three blocks of width.



Environmental hazards, including **spinning plates** and **swinging axes**, create additional opportunities for both movement challenges and player-driven sabotage.

The layout was designed to create multiple competing priorities:

- A contested central resource area
- Vulnerable routes between the center and bases
- Defensible team spaces
- Vertical progression through the towers
- Opportunities to intercept opposing players
- Environmental hazards that can be used strategically

The game mode carries in its core the essence of Fall Guys: falling. The controls and mechanics remain the same, and the level layout also remains similar to what players are used to, only adding a different objective to the base game.

Multiplayer & Emergent Gameplay

A major design goal was to ensure that the mode could generate interesting situations without requiring highly complex mechanics.

Players can naturally adopt different roles within their team:

Collector — gathers blocks from the central area.

Builder — constructs and stabilizes the tower.

Defender — protects the team's base and blocks opponents.

Saboteur — attacks enemy towers and steals their resources.

Because these roles are not explicitly assigned by the game, teams can develop their own strategies organically. Players can also switch roles as the situation changes, creating emergent gameplay and encouraging communication.

Risk vs. Reward

The scoring system was designed to support multiple viable strategies.

Each block placed in the tower is **worth 3 points**. In addition, the tower's final height contributes to the team's score. The height is measured in the number of blocks from the base to the top, with **each block of height worth 10 points**.

Therefore, the final score is calculated based on both the **total number of blocks placed** and the **height of the completed tower**.

A team can prioritize **stability**, building a shorter but safer tower, or take a greater risk by constructing a taller tower for a higher score.

This creates an important strategic question: **Do we protect what we have, or risk everything for a higher score?**

The tower's potential to collapse also creates natural tension during the final moments of the round. The result is a system where failure can produce the humorous, chaotic moments that are central to Fall Guys without making failure excessively punitive.

Design Goals

The final mode was designed to maintain the core identity of Fall Guys while providing a different gameplay experience.

Accessible: Uses familiar movement and interaction mechanics with a simple goal.

Competitive: Teams directly compete for resources and qualification.

Social: Cooperation and communication are valuable.

Chaotic: Players, physics, hazards, and towers create unpredictable situations.

Strategic: Teams must constantly choose between collecting, building, defending, and sabotaging.

Risk-driven: Higher rewards require players to expose themselves to greater danger.

Outcome

This case study demonstrates my approach to **analyzing existing gameplay systems, identifying the design principles behind a successful multiplayer experience, and applying those principles to create an original game mode.**

The final concept combines **level design, multiplayer systems, player interaction, scoring, risk/reward, environmental hazards, and emergent gameplay** while remaining consistent with the accessibility and chaotic identity of Fall Guys.