

GAME DESIGN

Multimedia Department
PTITHCM

GAME DESIGN 101

CONTENT

- Game
- Why do player play?
- What do player expect?
- Game gernes
- Who make games?

GAME

- Requires at least one player
- Has rules
- Has a win and/or lose condition
- Played on a video screen

NEW WORLD OF GAMING

- Mobiles
- Online Distribution
- Touchscreens

WHY DO PLAYERS PLAY?



PLAYERS WANT A CHALLENGE



PLAYER WANT TO SOCIALIZE



PLAYERS WANT BRAGGING RIGHTS

#RESPECT

PLAYERS WANT AN EMOTIONAL EXPERIENCE



PLAYERS WANT TO EXPLORE



PLAYERS WANT TO FANTASIZE



PLAYERS WANT TO INTERACT

- Players – Players
- Players – NPC

WHAT DO PLAYERS EXPECT?

- Not crashing
- Looking pretty
- ...

PLAYERS EXPECT A CONSISTENT WORLD

- Predictable outcomes from actions
- Logic

PLAYERS EXPECT REASONABLE SOLUTIONS TO WORK

- At least one solution
- Other equally reasonable solutions

PLAYERS EXPECT DIRECTION

#GAME_NOT_LIFE

PLAYERS EXPECT TO ACCOMPLISH A TASK INCREMENTALLY



PLAYERS EXPECT TO BE IMMERSED

- Player == Character ? True : False

PLAYERS EXPECT SOME SETBACK

- A victory that is too easily achieved is a hollow victory
- It is also a good idea to let players win a bit at the beginning of the game

PLAYERS EXPECT
A FAIR CHANCE

#FAIR_PLAY

PLAYERS EXPECT TO NOT GET HOPELESSLY STUCK



PLAYERS EXPECT TO DO
NOT TO WATCH

#GAME_NOT_MOVIE

GAME GENRES

- The game genre describes the play, not the art or story

ACTION

- Action games rely on eye/hand coordination and skill to play. There are lots of stylistic variations available, making it one of the most diverse genres. Many of the earliest arcade games were action games.

ADVENTURE

- Adventure games focus on characters, inventory management, story, and sometimes puzzle solving.

AUGMENTED REALITY

- Augmented Reality (or AR games) incorporate peripheral devices like cameras and global positioning (GPS) into gameplay.

EDUCATIONAL

- An educational game's primary intention is to educate while entertaining. These games are often aimed at a younger audience.

PARTY

- A party game is specifically designed for several players to compete in a variety of different styles of gameplay from quizzes to games of skill.

PUZZLE

- Puzzle games are based on logic, observation, and pattern completion. Sometimes they are slow and methodical. Other times they require quick eye/hand coordination like an action game.

RHYTHM

- In a rhythm game, a player tries to match a rhythm or beat to score points.

SERIOUS

- At first glance, serious games seem similar to educational games but with a focus on social issues. But the genre is more diverse than that. Serious games are used to provide training, for advertising, or just exist as art!

SHOOTER

- Shooters primarily focus on players firing projectiles at each other. It's one of the most popular genres (at least here in the West) and there are many variations.

SIMULATION

- Simulations focus on creating and managing a world. Or a theme park. Or a farm. Or the life of an adorable monster. Many simulations cross over into the realm of “toy games” - games that provide tools for creativity but have no win or lose conditions.

SPORTS

- These games are based on athletic competitions from traditional sports to extreme ones. Like action games, there are many stylistic forms with this genre ranging from realistic simulations to fantasy variants.

STRATEGY

- Thinking and planning are the hallmarks of strategy games. This is one of the oldest genres of games.

TRADITIONAL

- Speaking of board games, traditional games are usually (but not always) based on games that existed in other, often physical, formats. Card games, board games, and casino games fall into this genre.

VEHICLE SIMULATION

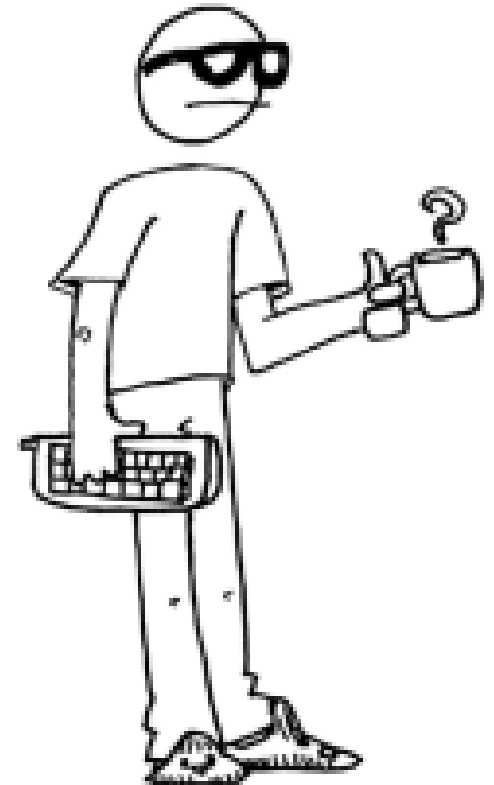
- Players simulate piloting or driving a vehicle, from a race car to a star fighter. There are a variety of stylistic and control options for the player making the experience arcade-like or like a realistic simulation.

WHO MAKES GAMES?

- Developers or development teams
- Several creative people all working together to create entertainment

PROGRAMMER

- Writes the code that draws the game's
- HCI
- Physics system
- Artificial intelligent



ARTIST

- Concept artists
- Storyboard artists
- 3-D Modelers and environment artists
- Texture artist
- Visual effects artists
- User interface artists
- Animators
- Technical artists



DESIGNER

- Level designers
- System designers
- Scripters
- Combat designers



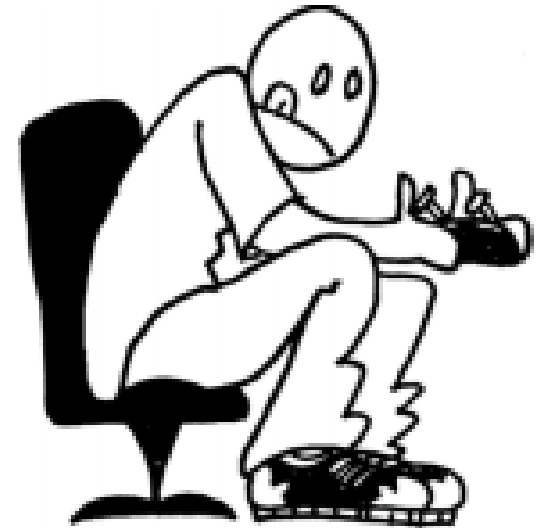
PRODUCER

- Overseeing the entire game development team
- Assistant and associate producers



TESTER

- Report back any problems (or bugs) they find in the game



AND...

- Composer
- Sound designer
- Writer

PUBLISHING

- Product manager
- Creative manager
- Art director
- Technical director
- Marketing team

PROCEDURE

- Ideas
- Design
- Implement
- Test
- Deploy

Q & A