

2d Game Design

Intro to Games
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Admin

- Any questions?
 - About the project or the course?

Game Designers

- This class will give you a taste of being both a game designer and a game developer
 - you know how to develop – just adding new skills
- Game designers skills needed:
 - development skills
 - people skills
 - organizational skills.
 - writing/presenting skills.

Game Designer Needs

- What will game designers need
 - love the game.
 - you'll sleep, eat and breath it, better love it
 - campaign on behalf of players
 - represent them
 - creative leader
 - coordinator of
 - Programming / assets / playtesting
 - Pitch the game

What is a successful game?

- That is: how do we define a successful game?
 - Not looking for specific examples yet.
- Student answers?

What is a successful game?

- That is: how do we define a successful game?
 - Not looking for specific examples yet.
- Student answers?
- Possible answers from instructor:
 - widely enjoyed
 - widely known
 - makes money for creators/others
 - long lifespan

Examples: successful games?

- Now how about some examples of games which meet some or all of these criteria?
 - board for tracking

successful Games

- Widely Enjoyed?

successful Games

- Makes (lots of) money?

successful Games

- Long lifespan?

If we haven't already

- go beyond the electronic ones.

Games

- What is a game?
 - you've given me examples of successful games
 - lots of different types.
 - what makes them all games?

What makes a Game?

- What is a game?
 - Players
 - all games have at least one
 - agree to enter a sort of game-state
 - Objectives
 - all games have a game-defined goal
 - no such thing when reading/watching
 - whats the objective of golf (cut to the very basic)
 - of candy crush and friends?
 - of World of Warcraft/Final Fantasy XIV/
 - of blackjack?

What makes a game II

- procedures defined by the game
 - instructions and limitations placed on how players achieve objectives.
 - what you are allowed to do to achieve objectives
 - its easy to get 21 in blackjack if you can rummage through the deck.
 - Its easy to get the ball in the hole if you can carry it over and place it in.

What makes a game III

- Resources
 - every game has some resources
 - cards, weapons, ammunition, chess pieces.
- Conflict
 - nearly all games have conflict
 - between players, teams, between game and player
 - player tries to resolve in his/her own favor

What Makes a game IV

- Boundaries
 - There is always an in-game and an out of game. People enter game voluntarily.
 - examples
- Outcome
 - the conflict has to be resolved.
 - winners, losers, neither etc.

Elements of a (good) game

- Common elements
 - challenge
 - premise
 - character
 - story
 - play
 - “free movement w/in constraints”

Experience

- In an earlier Game Design book
 - ‘Experience’ is what we are trying for
 - Nebulous – fun
- How do you create an experience?
 - How do you provide that experience for a wide variety of potential players
 - We’ve already talked about the international nature of games today.
 - But even here in the US – my youth background vs yours very different (examples?)
 - So how do we create that experience?
 - Focus of a lot of what we will discuss.

Assignment

- Read chapter 1 in your book.