Foundations of Interactive Game Design (80K)

week three, lecture two
Today

- Clicker update
- Quiz
- Prior 80K game demo
- Announcements
- Game innovation: theme
- Grow a Game cards
- Prototyping
- What’s coming up
- We will not get through it all
Clicker update

• We originally said: For questions asked twice, full credit if right either time
• There’s no easy way to do that
• For quizzes so far: Full credit if right on half of the questions
• For upcoming quizzes: Answers on questions asked twice are each worth .6
Quiz
Which of these game elements does Spacewar! lack?

A: Navigation
B: Score
C: Gravity
D: Collision detection
E: Shooting
Which of these early games was created in industry?

A: Higinbotham’s osciliscope *Tennis for Two*
B: Strachey’s Mark I Draughts/Checkers
C: Graetz, Russell, et al’s PDP-1 *Spacewar!*
D: Douglas’s EDSAC *OXO* (tic-tac-toe)
E: None of the above
What is not required of projects for this class?

A: Free of controversial subject matter
B: Can be demonstrated in 3 minutes
C: Can be played completely in under 30 minutes
D: Innovation in mechanics and/or theme
E: Can be explained in 30 seconds
Demo:

Banana Slug Love

by Alison Chen
& Allison Karaan
Announcements
Game talk today!

- Jessica Loeb tech talk on game development at Zynga
- Event starts at 5pm, free food, 3rd floor of Career Center (near bookstore)
- After talk, Q&A about industry, looking at resumes (bring yours if graduating)
Game research study

• If you want to take part in a research study on games, have a chance at a $50 gift card, and be guaranteed (small) extra credit...

• Sign up for a time here: http://goo.gl/DTdhT

• Then show up for your scheduled time at Kresge 317 or Cowell Apts PC Lab
Game innovation
Game innovation

- One level is mechanics innovation
  - You can change the *action*
  - You can change the larger system to which it is articulated

- Another level is theme innovation
  - Largely-familiar mechanics w/ new theme
Changing the action

- Adding a new action
- Changing how action works
- Re-defining fundamentals of the genre (platformer space)

*Portal*
Changing the system

- Familiar action in new system context is a new mechanic
- Two player to single, turn based to continuous, etc
- A way to revisit classics

Plasma Pong
Changing the theme

- Taking a known game system
- A new theme that matches core aesthetics
- Adjustments to rules

Disaffected!
Diner Dash and Disaffected!
Wario Ware and Dys4ia
Quake III and American McGee’s Alice
Bejeweled and Layoff
What did you notice?
Bejeweled and Layoff

- Fundamental mechanics are the same
- Familiar gameplay and dynamics put us in the mindset of “making matches”
- But we see theme: the stories of workers, putting people in unemployment line, news
- Then we start to understand the new rule: bankers fill all the spaces — we’ve “saved” away the rest of the economy
Theme innovation

• The in-context actions (mechanics) still matter — making sets

• The feeling (aesthetic) of gameplay still matters — looking for big opportunities

• The rules of the system still matter — the matched sets disappear

• They can be used to connect to a new theme, putting players in different positions relative that theme (prompting thought)

• But often new rules make theme work
Generating game ideas
Game ideas

- Gameplay: a puzzle game, a party game, a game like *The Sims*, a game like *Super Mario*
- Technology: a particle effect game, an asynchronous multiplayer game, a specific tool trick
- World, theme, story: HP Lovecraft, environmental education, espionage
Brainstorm multiple ideas connected to your strengths/interests

“A 2D Sims-style game set in an HP Lovecraft world”

“A Diplomacy-style game of conflict and allegiance set in a suburban mall”

“A hidden-object game in which players are uncovering power brokers, using data gathered from littlesis.org”
But where to start?
Fullerton on brainstorming

- Get together to brainstorm!
- Have a challenge for the session
- No criticism
- Vary the method

- Playful environment
- Put it on the wall
- Go for lots of ideas
- Don’t go too long
Example: Flanagan’s
Grow a Game
Let’s start with Games modified by Verbs
Now let’s try Games modified by Values
Should we try one with all three?
You can order these online or print the early version

http://www.tiltfactor.org/grow-a-game
Upcoming

• Fullerton for Friday: Chapter 3 (Formal Elements)
• Team selection document due in section
• One page mechanics analysis due in section
• Tutorial #2 due in section
• Game concept due next week
• Physical prototype due next week