About CMPS 80K
We are here for one reason.

We love games.
DUNGEONS & DRAGONS

Rules for Fantastic Medieval Wargames
Campaigns Playable with Paper and Pencil
and Miniature Figures

GYGAX & ARNESON

3-VOLUME SET

PUBLISHED BY
TACTICAL STUDIES RULES
Price $10.00
Three Parts

Weeks 1-5: Focus on Design / Industry
Weeks 3-10: Make a Game
Weeks 6-10: Genre Studies
We’ll do more than declare games fun. We’ll find out why they’re fun.
What’s Expected of You
Be Here.
Be Alive.
Participate.
Read.
(Only one text, and it’s cheap.)
What’s Expected of Me?
My goals

- Entertaining
- Fun
- Worth your money
- Educational
What is Game Design?
I have played all the games.
Game design is about crafting the experience. That’s what we’ll focus on.
Mechanics
Interface
Story
Characters
Feel
Pacing
Level Design
People
Processes
Play
Games

that have come before
is game design?
And what is the experience?
Muddier Than Ever
Platform
Start
Once upon a time, there were these wonderful books called Choose Your

No, that was a b
What you did was you'd read part of the story. Then at the end of a section you'd

Yes I remember
Ah, so you probably remember how you'd choose an option and then

No, I played it tr
Ahh, a bit of a goody two shoes huh? Well, you'll probably love Twine then,

Oh there's no w
Ahh, a bit of a goody two shoes huh? Well, you'll probably love Twine then,

Sounds like fun
Yes it was. You'd really become interested in the characters, and the story was so

You've lost me.
Sorry. I got a bit off track there! Anyway, you don't need to worry about that

Yes, I was a bit
Ahh good, so I'm not the only one. Anyway, I used to love those books, and then after

That sounds ter
Because you actually became more involved in the text. Even though

That's the way !
Ahh good, so I'm not the only one. Anyway, I used to love those books, and then after

I played those.
Yes it was. But frustrating! But you don't need to worry about that now, because

Sounds like fun
Twine lets you create your own Choose Your Own Adventure style story. Each

I remember thos:
Yes it was. But frustrating! But you don't need to worry about that now, because
Meanwhile, at the IGF
Genre
Community
Start:
Once upon a time, there were these wonderful books called Choose Your Own Adventure style story. Each

No, that was a bit off track there! Anyway, you don't need to worry about that now, because

Yes I remember:
Ah, so you probably remember how you'd choose an option and then

No, I played it through:
Ahh, a bit of a goody two shoes huh? Well, you'll probably love Twine then,

That sounds terrible:
Because you actually became more involved in the text. Even though

Sounds like fun:
Yes it was. But frustrating! But you don't need to worry about that now, because

You've lost me:
Sorry. I got a bit off track there! Anyway, you don't need to worry about that

Yes, I was a bit:
Ahh good, so I'm not the only one. Anyway, I used to love those books, and then after

That's the way I:
Ahh good, so I'm not the only one. Anyway, I used to love those books, and then after

I played those:
Yes it was. But frustrating! But you don't need to worry about that now, because

I remember those:
Yes it was. But frustrating! But you don't need to worry about that now, because

Twine lets you create your own Choose Your Own Adventure style story. Each
Funding
SUPPORT US ON KICKSTARTER

DOUBLE FINE ADVENTURE
Statement
Artform
Passage
Formal Construction
Reading:

Formal abstract design tools