Game Design Studio I

Week 5, Lecture 2
Today

• Brandon’s lessons from past years
• Noah on what comes after prototype 3
• A little about slides
• Discussion if time
• Pick up wireless temp passwords
• If we run out of time, push rest to Tuesday
Brandon
LESSONS FROM THE PAST
HOW TO SURVIVE (AND THRIVE) IN 170-172
Organization

- Team
- Tech
- Universal Bad Plans
- Game
THE TEAM

TAKE NOTES FOR LATER WHEN YOU'LL WISH YOU HAD THEM
FUN
IT'S INFECTIOUS!
I HAVE 99 PROBLEMS
THEY ARE ALL YOU
COMMUNICATE!
BE REAL ABOUT THE PROBLEMS
COMMUNICATE!

BE REAL ABOUT THE PROBLEMS
COMMUNICATE!
BE REAL ABOUT THE PROBLEMS
COMMUNICATE!
BE REAL ABOUT THE PROBLEMS
DISCUSS WITH PROFESSOR FIRST!
STOP FUCKING OFF.
THE TECH
ALWAYS HARDER THAN IT LOOKS
UM
UML
TALK to your TAs
Networking Time!

Stealth Training!
Networking Time!

Stealth Training!
K.I.S.S.
KEEP IT SIMPLE, STUPID
WHAT YOU WANT
WHAT YOU MADE
WHAT YOU BUILT AT THE LAST MINUTE
TECHNOLOGY SHOULD SUPPORT THE GAME

NOT THE OTHER WAY AROUND
BADNESS
THE THIRD DIMENSION
“3D lets us have flashy transitions from top-down to side-view”

“3D will make our units look more real”

“3D is needed to really capture the vastness of space”
"Spent *another* week trying to get the shaders working"

"Can’t get the 3D engine to import our models"

"The artists finally got back to us, they gave us one model instead of the 10 we’d asked for"

"This week I tracked down a bug in our 3D movement engine. That caused another bug... which caused another, and another. I hope next week won’t look like this."
THE SECOND DIMENSION IS NEARLY AS GOOD!
ART
Run_In_A_Circle();
Shoot_Lots_Of_Bullets();

Run_In_A_Circle();
If(Incoming) { Dodge_A_Bit(); }
If(Player_Nearish) { Shoot_Lots_Of_Bullets(); }
Calculate_Next_Digit_Of_Pi();
Disguise_Movement_To_Be_Humanish();
TECH FOR NO REASON
(PADDING RESUMES ANYONE?)
EXTRANEOUS TECHNOLOGY
JUST SAY NO
THE GAME

IDEAS TO KEEP YOU ROLLING
THE GAME
THE GAME

MINIMUM VIABLE PRODUCT
IT CAN ALWAYS BE IMPROVED LATER
WHAT SCARES YOU THE MOST?
(ABOUT YOUR GAME)
Noah
What comes next?

- Prototype three played in section, slides due night before, some slides in Tue class
- Wednesday afternoon the “greenlight approved” (aka “gold star”) prototypes announced via email — probably 15-20
- Thu, in class, members of approved prototypes can pitch to form greenlight teams (slides due that afternoon, by 2pm)
Thu presentations

• Only present if you want to form a team for greenlight pitch

• Everyone who already wants to be part of that pitch can collaborate on presentation

• 3 minutes to present, 2 min for questions, PDF slides via SVN (by 2pm Thu)
Thru presentations

• Focus on what makes your game exciting — this is a recruiting talk

• Focus on what your team already has and what it needs (programming specialties, music, art, writing, etc)

• Be available to talk with people at “mixer” immediately after class (if you can) and also include your contact info in slides
After Thursday

• By section (Oct 31/Nov 1) you should have a version of your greenlight pitch prototype to show, either iteration of earlier prototype or start on a new one

• Tuesday Nov 1 class — visit from Mary Flanagan (different room)

• Draft greenlight presentations and short design docs due by 8pm Wed Nov 2
We ran out of time. See next group of slides for more.
Come get wireless login info