Today’s agenda

• Introducing TAs and professor
• Brief course overview and FAQs
• Request: switch to Monday section
• Details of first assignment
• Giving presentations
• Using SVN
• Prototyping
Course people

• Brandon Tearse, Monday section, AI researcher, knows what works in 170 (won UCSC-wide TA award for 170 last year)

• Chaim Gingold, Tuesday section, internationally-known game/prototype designer and developer

• Noah Wardrip-Fruin, Tue/Thu lectures and overall course ringleader

• Undergrad evaluators TBD
Brief course overview

Much more at:
https://courses.soe.ucsc.edu/courses/cmps170/Fall11/01
Sections are in BE 368 Game Lab

People will need to go by BSoE Facilities Office (JBE 399C) during business hours (1–3pm daily) with a current student ID to obtain an omni code or have the ID card activated.
GDS Concept

• You will work all year to design and implement an innovative game with a team.

• 8–10 Game Design majors per team, with potential outside collaborators (art, music).

• This class you define concepts, build prototypes, form teams, and develop design.

• High intensity class—e.g., developing three playable prototypes in the next month.

• Look at Brandon’s PDF. Should we post?
How do I get into this class?

• If you don’t already have one, we will not give you a permission code today — this decision impacts full year.

• Write up your circumstances (why do you need a code, why not wait) and preparation (why are you ready, classes and more) and email to Noah (nwf@soe) this weekend.

• Program faculty will decide each case by end of next week.
Do you want into this class?

• If you’re a Junior, you should wait to take this as a real Senior capstone.

• If you’re not in the Game Design major, you should not try to take this class (unless in already-approved independent major).

• But you can still be a member of a team, for the full year, w/ independent study credit — especially for art, music, writing, etc.
Avoiding failure modes

• Not being technically prepared
• This is why being a senior is important
• This is why there are prerequisites
• Q: Does everyone have to program?
• A: Yes
Avoiding failure modes

• Working on a game you don’t care about
• Only some games pitches get “greenlit”
• Teams work on greenlit projects
• Only projects with full teams can make a final pitch
• You should agree to be on multiple pitches
Avoiding failure modes

• Trying to create a game you can’t finish
  • Biggest problem: needs graphics that team can’t make
  • Pulling engineers to do amateur graphics makes both fail
  • Only games with documented sources for all elements can be greenlit
Building on strengths

• Your great strength: a team of engineers who understand games

• This makes possible gameplay innovations (e.g., new mechanics) that are impossible for those using fixed engines

• This means you can explore new areas (mobile, social network, motion control) in rich ways — system & content together

• Your game doesn’t have a restriction (platform, license, etc) — your design
Questions:

- Do we need a complete game?
- Yes, but it doesn’t need to (and probably shouldn’t) have more than 30 minutes of gameplay
Questions:

- Can people switch teams?
- People can be fired if 2/3 of their team agrees — must find spot on another
- If you are without a team for two weeks (or more) at end of quarter, you do not continue to next 170 sequence course
- If you fail, you do not continue to next 170 sequence course — but you can get BA
Questions:

• What about intellectual property?

• I am not a lawyer (and don’t accept legal advice from any prof not in a law school)

• But the UC has never tried to assert any ownership of a student-produced game (or film, or...) to my knowledge

• The Business Design Competition will address some of these topics
Course outline
Major assignments

• Three rounds of prototypes
• Resume and portfolio
• Greenlight pitches to outside judges (prototypes, design docs, slides, presentations) on November 8th
• First sprint (design development)
• Final presentations
Prototypes

- **Prototype 1**: Ideas presented in section next week, teams formed at same meeting, full prototypes (w/ playtest and slides) a week later, selected in-class presentations

- **Prototype 2**: Ideas in class 6 October, teams at same time, presentations a week later

- **Prototype 3**: Ideas and teams in section week 5, presented a week later, selected in-class presentations
Resume and portfolio

• Each of you will create a resume and portfolio — first draft and final draft
• These will be appropriate for applying to jobs and graduate schools
• We’ll start discussing the specifics next week
Greenlight pitches

• These are presentations to outside judges that determine the projects for 170–172
• Prototype, short design doc, & presentation
• Three gates:
  • A prototype we find compelling
  • Class members want to join team
  • A plan for all necessary assets
First sprint

- Before sprint, learning scrum/agile
- In sprint:
  - More prototyping
  - Storyboarding game intro
  - Making decisions for full design document, writing it
Please switch to Monday section

Currently Monday students will get a lot more TA time than Tuesday students, and we want it even
Class overview questions?

Details of first assignment coming next
10 minute break

Stretch your legs — it’s good for concentration
Prototype 1: pitch

• By 8pm the night before your next section meeting (Monday or Tuesday next week) you need to create a 3-slide pitch

• Slides should be PDFs, turned in via SVN (more on this in a moment)

• Each slide will be projected for 20 seconds, giving you 1 minute for your pitch
Prototype 1: prototype

• After the pitches, during section meeting, you will form teams of 3-4 people

• You can decide to move forward with one of the pitches or combine elements

• Before leaving the room, give the TA a sheet with your team members, basic concept, and times you plan to meet for joint prototype work
Prototype 1: prototype

• You can prototype with any materials you like: physical, computational, hybrid

• Your prototype must be *playable* and capture heart of the game experience (more on this shortly)

• Read Fullerton prototyping chapters (7&8)

• We can help you brainstorm prototype approaches — but don’t delay coming to us
Prototype 1: prototype

- Prototypes will be presented in section one week later — have them there to show
- At least one day before presentation, do a playtest w/ outside person
- 8pm the night before section, turn in slides presenting prototype and playtest results
- You may be asked to present slides for 3-4 minutes in class on Tuesday, w/ outside design critique
Pitches
Pitches

- Pitches are a form of performance
- Have a structure
  - Start with the big, interesting idea
  - Call out structure with transitions
  - Come to a strong conclusion, ending on your main point (do not end with running out of steam or time)
Pitches

• Talk to the audience, not the slides
• Do not *read* a script — perform
• Do not have everything you’re going to say on your slides (class slides != pitch slides)
• Practice — being smooth and on time depend on it (and are essential)
• If you have speaking anxiety, there is help!
SVN and Team Tool
SVN and Team Tool

- You will use SVN for turning things in — and for project management in 170–172
- You will use team tool for giving team members feedback in 170–172
- Email Brandon <batman@soe.ucsc.edu> with your (1) gforge user name and (2) first/last name, he’ll respond with instructions — do it ASAP
Prototyping
Prototype
What is it?
Why do it?
How to do it.
What is a prototype?
Idea → Sketch → Finished Thing
<Demo>

Ken Perlin  Carry thing  Super Meat Boy (prototype)

Super Meat Boy (trailer)
Why Prototype?
kMaxAwesome
Inspire.
Persuade.
Known
Failure
Iterate.
How to prototype?
SPEED LIMIT
WHATEVER

ANTI-CRASH FORCE FIELDS NOW IN EFFECT
HAVE FUN!

Jokaroo.com
Questions?
Is there more time?
If there is more time... go to a corner

- Front right corner: heavy server-side (ARG, social network, MMO...)
- Front left corner: mobile (GPS-driven, multitouch screen, pervasive play...)
- Back right corner: motion control (Kinect, Move, Wiimote, accelerometer...)
- Back left corner: procedurality (Roguelikes, simulation games, virtual pets...)