Game Design Practicum (CMPS 179)
Course Overview
Introductions

- Please introduce yourself
- Name
- Class year
- Game you’ve been playing recently
Kinect Check-out

- Please fill out the check-out form
- Can find serial number on end of Kinect for Windows box (“S/N”)

- Note that you will be charged $250 + a replacement fee if you do not return the Kinect at the end of the quarter.
Upcoming Events

- Nicole Lazzaro, President of XEODesign
  - Wednesday, April 11, 2012
  - E2 180, 11am

- Daniel Benmergui
  - Wednesday, April 18, 2012
  - E2 180, 11am
Upcoming deadlines

- **Thursday (April 5)**
  - Homework assignment #1
    - John Murray will describe this in class today, also on course website
  - Final selection of your game theme area for Phase 1 game

- **Monday (April 9)**
  - Homework assignment #2

- **Tuesday (April 10)**
  - Game pitches in class for Phase I game

- **Monday (April 16)**
  - Week 1 prototype due for Phase 1 game
Learning Goals

- **Kinect development**
  - Fluency with Microsoft's Kinect software development kit
  - Understanding the hardware capabilities of the Kinect
  - Be able to receive depth data, skeleton data, and voice input data from the Kinect
  - Ability to integrate Kinect input data into a game experience

- **Game design**
  - Quickly develop a game pitch that is consistent with a provided theme
  - Ability to perform game design that avoids shooting mechanics
  - Game design involving use of the Kinect as a primary input device (NUI-based game design)
  - Quickly refine a game idea based on received critiques and playtest feedback
Learning Goals (cont’d)

- **Game programming**
  - Ability to quickly take a game concept and produce a playable game experience

- **Game critique**
  - Ability to give constructive game feedback based on a game pitch, or a gameplay presentation
  - Learn the qualities of a good game critique
  - Ability to give a gameplay demo as part of a process of eliciting critiques

- **Video documentation**
  - Ability to create short gameplay videos that document the gameplay experience of a Kinect game
  - Simple video editing, including the integration of video from the game and an external camera
  - Posting gameplay videos online
Course Format

- High-level organization of the course:

- Week 1
  - Learn about Kinect

- Week 2-4
  - Learn more about Kinect and Unity
  - Phase I game (individual project)

- Week 5-7
  - Critiques of Phase I game
  - Phase II game (small team project, two team members)

- Week 8-10
  - Critiques of Phase II game
  - Phase III game (small team project, 2-4 team members)
  - Take one of the Phase I or II projects and refine it
Weekly Schedule

- Scheduled Class Time
  - Tues/Thurs, 4-5:45pm, JBE 165

- Labs
  - Tuesday: 12-2pm
  - Wednesday: 1:30-4:30pm
    - Only need to be able to attend 2 hours of this period
  - Thursday 2-4pm
  - All in E2 392 (E2 building, 3rd floor)
  - Today in class we need to assign people to a lab section. Everyone must be capable of attending at least one lab section.
  - Don’t worry if you need to leave 15 min. early to make your next class, that’s OK

- Drop-in help
  - Wednesday 4:30-6:30pm, E2 392
Game Play Sessions

- Fridays, E2 392
  - Goal is to play a range of different Kinect games, including many you might not otherwise chose to play yourself
  - Optional, but recommended
  - Friday, April 6, 4-6pm
  - Friday, April 13, 4-6pm (we'll play a survival horror game that day)
  - Friday, May 4, 4-6pm
  - Friday, May 11, 4-6pm
  - Friday, May 25, 4-6pm
Lab Section Sign-up

- Please indicate on the lab sign-up sheet which lab sections you can attend.
- I’ll determine lab assignments in class today and let you know at the end of class.
Game theme words

- For each game that you make, you will choose a theme word (or game constraint) from a provided list.
- Your game then needs to be designed in such a way that it explores that theme word, or constraint.
- There are many ways to subvert this system – we recommend that you not try, and instead use this as an opportunity to design “out of your comfort zone” and thereby extend your range as a game designer.
- Theme areas have quotas (max of 3 games) – we want to ensure the class explores a wide range of design ideas.
- We’ll be randomly picking names in class on Thursday, and you’ll get to make your choice from remaining theme areas.
- **For Thursday, come prepared with top three theme word picks**
Phase I game Theme Words/Constraints

- Classic arcade/Atari 2600 revival
  - Avoid: classic games that someone has already “kinectified”
  - Not: Pong. Recommended: Battlezone
- Screen-based adventure/choose your own adventure/Myst-like (think of a kinectified pop-up book)
- Santa Cruz
- Spring (the season)
- Learning game that adapts to the player/learns about the player in some way
- Arduino-connected (you should already have Arduino programming knowledge for this one)
- First encounter with an alien culture/how do you communicate?
Phase I game theme areas (cont’d)

- Kate Compton push-wall
  - Big frame with translucent lycra, can push against it. Rear projection onto screen, you push against screen. Kinect reads depth data.
  - Will work with Kate on this
- Input using sound only (or input with sound dominant).
- Vibration
- Physics-based gameplay, use of a physics engine
- Early childhood game (gentle/caring/slow/forgiving)
- Chatterbot friend (virtual character you can interact with using gestures, simple voice input?)
- Learning + exercise
- Acting game
- I can fly (Pilotwings 64/Peter Pan)
Lab section assignments

- **Tuesday, 12-2pm, E2 392**
  - Dominic Arcamone, Alec Asperlag, John Fritzen, Rob Giusti, Jason Judd Roth, Kevin Otoshi, Tylor Reynolds, Rob Segura

- **Wednesday, 1:30-4:30pm, E2 392**
  - Adam Burns, John Crocker, Ian Dunbar, Alan Haug, Jon Holtan, Derrick Huey, Julian Noble, Christopher Peterson, Christopher Taylor, Colin Taylor

- **Thursday, 2-4pm, E2 392**
  - Steven Butkus, Matthew Collins, Cassidy Fink, Jonathan Lew, Dan Malear, Michael Rubino, Tonton Rue, Tyler Soberanis