Prototyping
What is MVP?
MVP

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Minimum Viable Product
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Minimum Viable Product

the smallest version of a product that still has the core functionality

It does what it HAS to, and NOTHING more
MVP and prototypes

A prototype answers a question, or proves a point.

Tech prototype: can I get this to work? Is the technology there, and can I make it connect?

Gameplay prototype: what effect will this have on the player?
Prototype requirements

What needs to be answered?

What is going to sink your project?

[T]here are known knowns; there are things we know that we know. There are known unknowns; that is to say there are things that, we now know we don't know. But there are also unknown unknowns – there are things we do not know, we don't know.

-Donald Rumsfeld
Prototype requirements

Tech prototype: demonstrate that you are getting the data that you need, and using it to create whatever graphics you are planning.

Gameplay prototype: prove that your gameplay design will have the desired effect on the player. Will the players make the choices you expect them to make?
Prototype requirements

Example: a photo-collection game where the player collects Flickr photos from the locations that they were taken.

Technical prototype: Get Flickr and Google maps data, and draw it to the screen. If you plan to overlay stuff on the map, draw *a circle* on the map.

Gameplay prototype: (depends on game): Clip out magazine photos, and use a monopoly board. Does the player care where they get the photos? Which photos they get?
Prototyping practice

A trading game
Questions to answer:

- How do the players share information?
- Can a player be forced to give information?
- When do the players take actions?
- Who is allowed to act, and when? Can they interrupt?
- When a player is given choices, what determines what choice they make?