CMPS 20 – Game Design Experience

Winter 2013

Mid-Term Review

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Graders: Eric Lipshutz, Thomas Deeb
Readings (R1)

• MDA Framework
  – Mechanics, Dynamics, and Aesthetics
  – Types of “fun”
  – Design iterations
  – Example: Babysitting game
    • Hide and Seek
Readings (R2-1)

- Creating a design document

<table>
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<th>Contents</th>
<th>Purpose</th>
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<tr>
<td>1. Concept Paper</td>
<td>It defines the concept, scope, worthiness and feasibility; sells the idea to your client, publisher, employer, and venture capitalist.</td>
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<tr>
<td>2. Design Document</td>
<td>It ensures that what is produced is what you want to produce.</td>
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<tr>
<td>3. Production Documents</td>
<td>Time-management charts (Gantt, PERT, and so on) implements the design document on time and within budget.</td>
</tr>
</tbody>
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Genre; target audience; description; most compelling features; market information; cost and time to develop.

Description of the body and soul of the entire project, with all the details, and the method by which each element will be implemented.

Technical specifications; Q/A database.
• Anatomy of a design document
  – Parts of the document
    • Purpose of each part
  – Common mistakes

• Creating a design document
  – Audience
  – Core Statement
    • Action verbs
  – Feature set creation
• Eloquent Javascript book
  – Chapters 1, 2, and 3
  – Basic syntax
  – Data handling
  – Operators
  – Basic understanding of code
var bunchOnums = {9, 4, 7, 6}

function someFunc(a){
    var condition;
    do {
        condition=false;
        for(var iter=0; iter<a.length-1; iter++){
            if(a[i] > a[i+1]) {
                var swap = a[i];
                a[i+1] = a[i];
                a[i+1] = swap;
                condition = true;
            }
        }
    }while(condition);
}

someFunc(bunchOnums);
console.log(bunchOnums);
Past exam sample
Exam logistics

- In class on Wednesday
- Less than 1 hour
- Bring pens
- Closed book and notes
- No phones/electronic equipment

- DRC students: contact me separately (email) for information on your accommodations.