



Greetings! @codeliberation

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Who are you?

Tell us about yourself!



Who we?

Becca / Erica / Phoenix



What is Code Liberation?

A little about us.



We are a community!

We are a non-profit

We are run for and by
women, nonbinary, femme
and girl-identifying people





Participants learn:

DIGITAL GAME DEVELOPMENT and CREATIVE TECHNOLOGIES



V&A Code Liberation Workshops

Overview of the programme



Friday 14 October, 18.00 – 21.00,

V&A

UNITY PART 1

Saturday 29 October, 12.00 – 15.00,

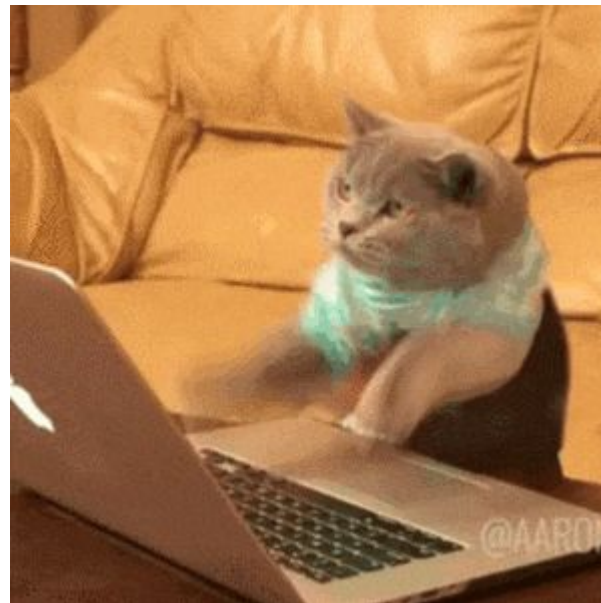
Goldsmiths Digital Studio

UNITY LAB

Friday 4 November, 18.00 – 21.00,

V&A

UNITY PART 2





Friday 11 November,
18.00 – 21.00, **V&A**
UNITY + ARDUINO





Saturday 19 November,
12.00 – 16.00,
Machines Room
MAKING LAB





Friday 25 November, 18.00 – 21.00, **V&A**
GAME LATES EVENT!





TODAY!

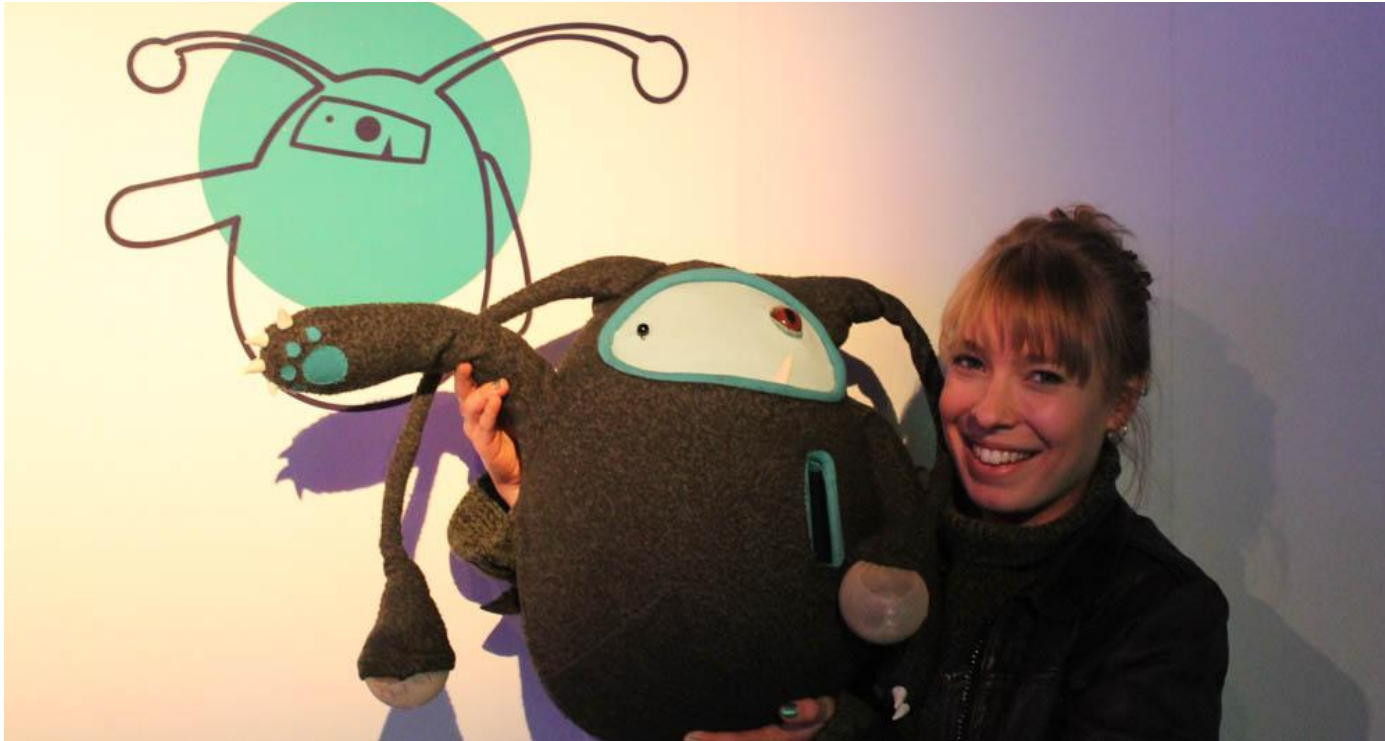
GAME DESIGN +
INTRO TO UNITY





That game you love...@tweeture

<https://twitter.com/thetweeture>





That game you love...Night Witches

<http://carolinesinders.com/#/nightwitches/>





Let's talk!

Name that game you love...



Digital

Individual

Group

Analogue



What's in a game?



Game element	Detail	Example
Interactivity	Active / action	Rolling dice, hopscotch, using the controller (i.e. physical)
Challenge / obstacles	Problem solving, a goal, adapt / responsive	Saving lives, Chess -capturing the king
Rules	Logic / mechanics that govern that world	Falling in water, jumping,
Agency	Player makes choices and changes -or just players!	Marbles, buying a house in monopoly. In contrast, rolling the dice and landing on “go to jail” is a lack of agency.
Chance	Probability, possibility, random	Rolling the dice
Improvisation	Multiple players	Music jam game
Engagement	Keeping you engaged to play!	tasks in the game
Intuition	Non-verbal / affordances (although this is learned / cultural)	Chrome dinosaur, flappy birds, saints games
Ending	Walking away	Quit the game



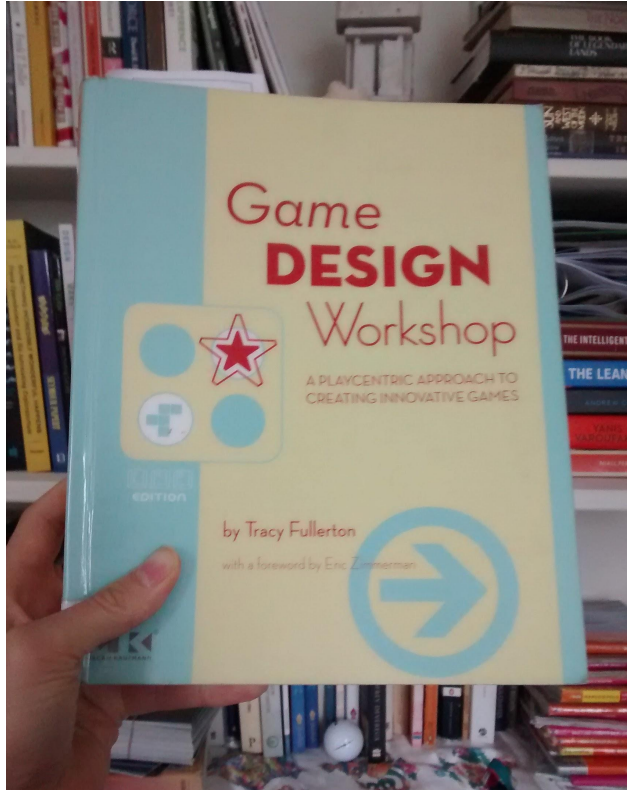
Mapping your games

Game elements, concepts, contexts



Things to think about next...

- Who plays my game?
- How many players can play?
- Are there “turns”? How do they work?
- A working title
- How long will it last?
- Where will it take place?
- What kind of conflicts, prompts or clues encourage action?



Further reading:

Game Design Workshop

- Chapter 7: Prototyping
- Chapter 9: Playtesting
- Iterative Design Process -4 pages!

MDA

(Mechanics, Dynamics, Aesthetics)



Break

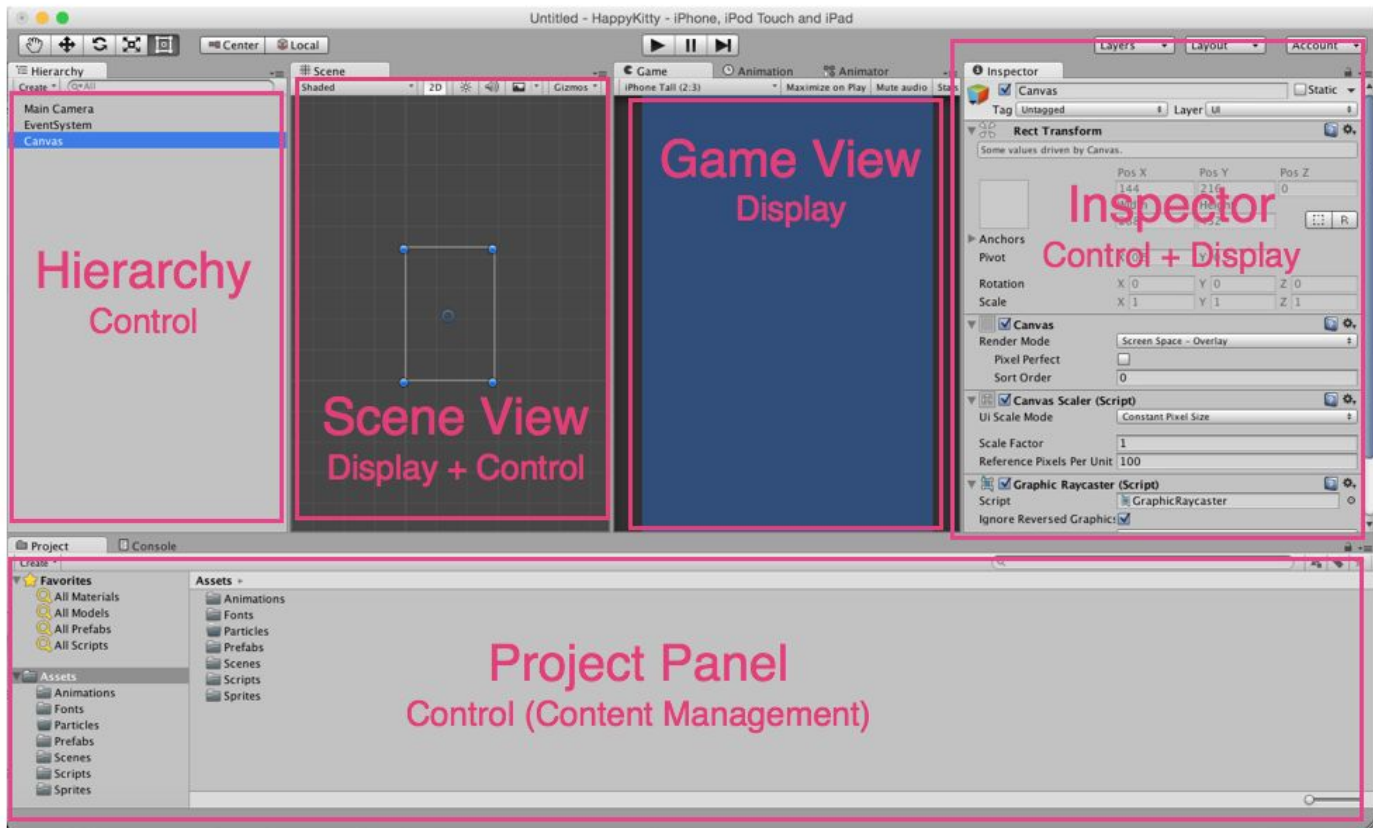


Unity?



WHAT IS ... unity ?

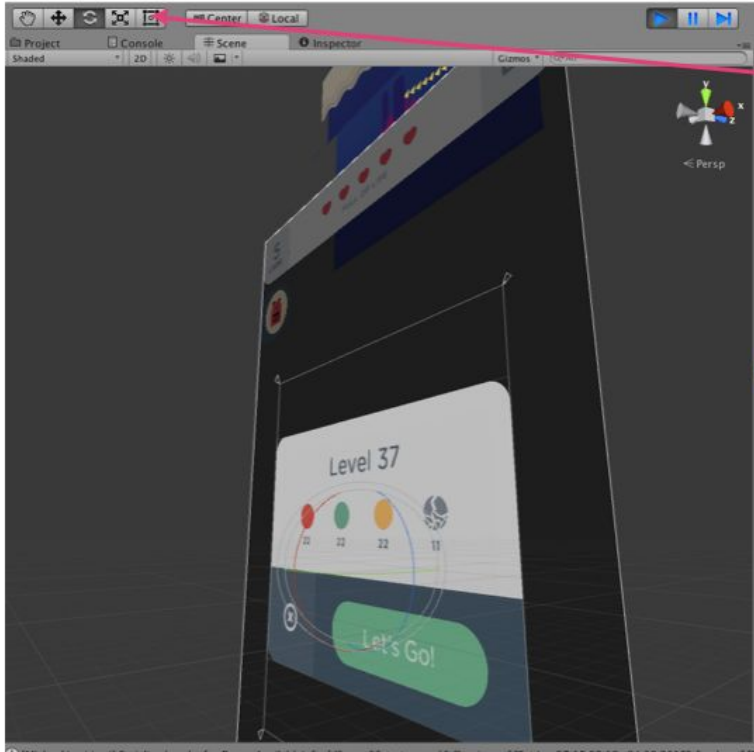
- Cross platform game engine
- Games can be made in 2D or 3D
- Suitable for creating AR and VR content
- Good for asset editing but not creating
- Can be programmed in C# or Javascript
- Free if you don't make more than \$100,000
- Pro license \$75 a month or \$1,500 p/a



Let's take a closer look at each panel



First thing is to learn how to navigate the Scene View



1. Move in the view
2. Move an object
3. Rotate an object
4. Scale an object



if Game = a full meal;
The **inspector** is where you prepare a dish (gameObjects)

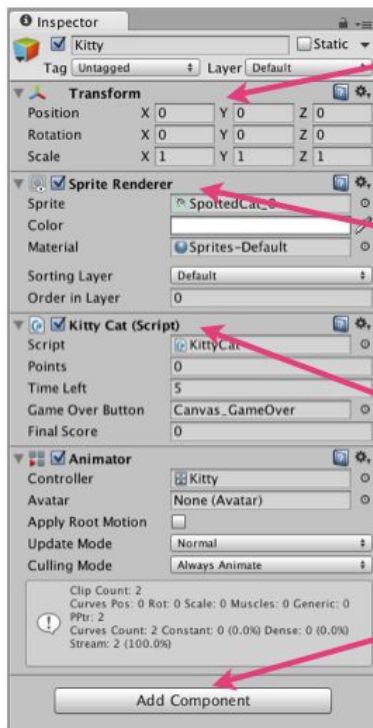
E.g. In a salad...



- Some ingredients are pre-prepared
- Some ingredients you pre-prepare yourself
- You can choose the serving size of the dish, when you want to add ingredients and how much



As with the salad... In the Inspector



- You can control the starting point, rotation and size of the gameObject
- Some components of the gameObject are pre-prepared by Unity
- Some components you pre-make yourself (through coding)
- Use the Add Component or specify in script button to add them



Suggested Homework

- Readings from slide 21 (email us if you can't find them)
- Map-out / draw / write your game ideas so far (see slides 18-20)
- This is the rest of the exciting ball tutorial:
<https://unity3d.com/learn/tutorials/projects/roll-ball-tutorial>
- This is a great tutorial for getting started too:
<https://unity3d.com/learn/tutorials/projects/2d-ufo-tutorial>
- We have 2 good unity tutorials up here for Unity:
https://github.com/CodeLiberation/CLF-slides/tree/master/Classes_and_Worksh_ops

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