**Chapter 7: The game Improves through Iteration**

After brainstorming of ideas, we must select an idea and start working on it. The finalization of idea must not take longer. Once you pick an idea, things will be clear to work on. Never get emotionally attached to a design and always be willing it let it go. We need to make best decision possible, as fast as possible, and the slightly eccentric behavior is the way to do it. A game design must pass the 8 filters to be considered as “good design”. These eights filters are:

1. Artistic impulse: Design must feel good to yourself.
2. Demographics: Design must be right for the intended audience.
3. Experience Design: To apply this filter one must take everything into account such as good experience, aesthetics, interest curves, resonant theme, game balancing and many more.
4. Innovation: There must be something new in your game design, something players haven’t seen before.
5. Business and marketing: Designer who wants their games to sell must consider the realities of this and integrate them into their game’s design.
6. Engineering: Limits of technology do not permit the idea as originally envisioned to the constructed. This makes possible features for your game that did not initially occur to you.
7. Social/community: Some of the design may require a strong social component, or the formation of a thriving community around the game.
8. Playtesting: When game is made, we test It with the target audience to get feedback. This filter helps is modifying game in its mechanics and psychology.

The process of designing game is iterative or looping. If your game design is not simple, then you should proceed cautiously. The rule of loop: The more times you test and improve your design, the better your game will be. Software engineers decides the formal process of development. Waterfall model encouraged developers to spend more time in planning and design before jumping into the code, but it violates the rule of the loop. The spiral model suggests that you:

1. Come up with basic design.
2. Figure out the greatest risks in your design.
3. Build prototypes that mitigate those risks.
4. Test your prototypes.
5. Come up with a more detailed design based on what you have learned.
6. Return to step 2

The formal loop: State the problem -> Brainstorm some possible solutions -> Choose a solution ->List the risks of using that solution -> Build prototypes to mitigate the risks -> Test the prototypes -> State new problems and go to step 2.

One loop always makes a game little better.

Our Process:

Before finalizing the game idea, we brainstormed about the idea. Not sure what we wanted to do, each member of group played 10 games and wrote their likes and dislikes about it. At this stage we were sure about what not to do. In another brainstorming session, we decided our main game theme which was an endless bike runner. Our game passes most of the filters to be qualified as a good design. All members agreed on the design, our demographics is any 8-30 years age group, not developed enough experience design. We brainstormed idea and agreed on multiplayer to be implemented in our game. Business aspect isn’t much discussed in the initial stages of development. Engineering and mechanics of game are decided to be tilt for a bike. Our game doesn’t have a strong social component. Playtesting to be done after every prototype of game will be made. We have followed the formal loop and iterative development process will be followed during the development.