IPO. Games Development

PRESENTATION
William Higinbotham, first videogame in 1958
Steve Russel, Spacewar

INITIATION
3 PILLARS ->
Research: getting inspired while investigating
Personality:core elements that will represent the game
Perception: emotions, reactions about the game experience

DESIGN PROCESS
Not linear, messy. Needs to be balanced between form and function.
UI must be an accompaniment
Not getting leaked while working

DESIGN FOR SENSES
Interpretation for human brain, *proximity, symmetry….*

SOFTWARE
Show some applications

UI VS UX
UI: What we see, where we interact and communicate with the system
        Front End Menus: Where we interact
        Heads-up display (HUD): In-game messages to guide the player
UX: User experience, interactions, design, marketing…
(Explicar 3 fotos de UI)

ICONOGRAPHY
Minimum screen size, simple and varied…
Same style, having meaning and not being ambiguous. Easy to read

ARTWORK
Like cinema, with lightning, cameras… being immersive
Depth of view

COLOR
Remakes based on improving colors and graphs
Associating colors, green for good. red for bad…

ACCESSIBILITY
Deaf (subtitles). low vision (audio), color design for color-blinds. Specific controllers

LAYOUT
Segmented screen for diving information
Anchor points, where we focus. All aligned, right, left, center

MENUS
When we focus somewhere, everything else blurs, being called negative space, and here we will place our HUD
Example of shooters
Have templates
Template from top to bottom

MARKET MOCKUPS
Celebrate purchases
Less steps selling
Dont overwhelm
Buy from the game
Back out at any moment

HUD COMPONENTS
Must be easy to track information without interrupting
See health gain and minimaps

HUD DESIGN
Adapts to game contexts, shifting between various perspectives with a reticle and vital stats in different screen areas, or offering a top-down view with info along the screen's edge

(Examples of games)

TO CONCLUDE
We have been always interacting with all this factors, not focusing on them. Now we know the names and ideas.
Design rules and standards are necessary