

Digital Prototyping

Game Feel

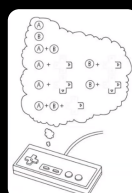
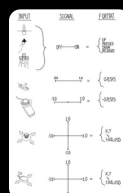
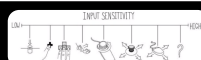
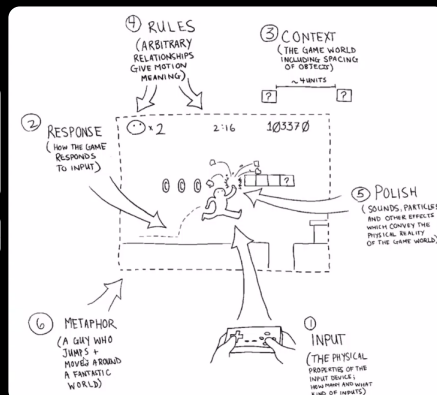
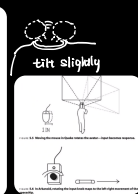
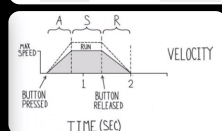
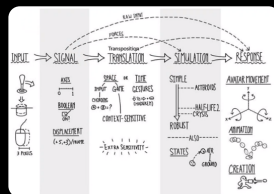
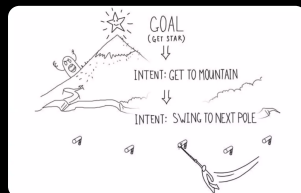
Project 2 brainstorm and teams

Project 2 Blogpost 1
Continue Project 2

Digital Prototyping (PDF)
Game Feel Ch. 13 (16 pages, PDF)

PMD Ch. 20 Spreadsheets (24 pages)
AGD Ch. 28 Technology (14 pages)

⑥ ⑥ ⑥ == ♡



Combination

- Predictable results
- Instantaneous response
- Easy but deep
- Novelty
- Appealing response
- Organic motion
- Harmony

reasonable

easy to start Hard to master
visual effect to enhance memory

Project II

itch.io
github

Narrow your scope
2D
Limiting verbs
M < D < A

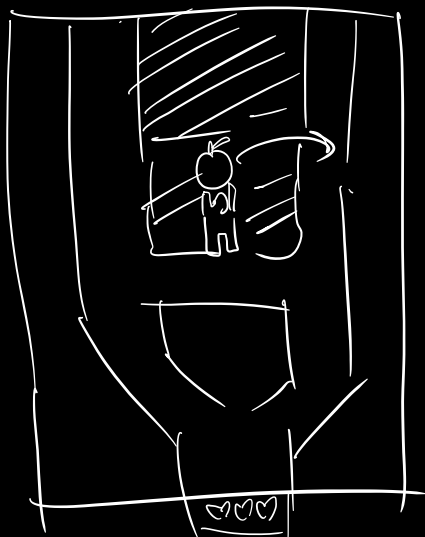
VERBS

plant / throw?

Tower defense?

NOUNS

Watermelon



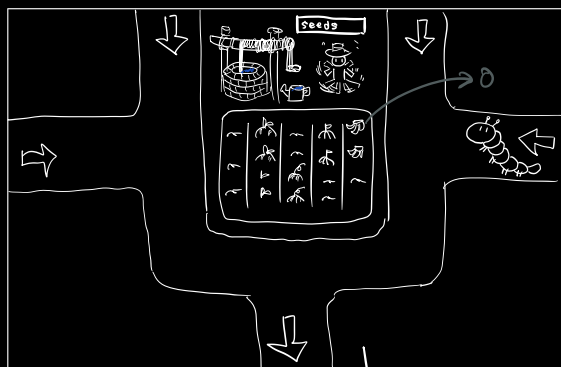
Construction

Tetris style

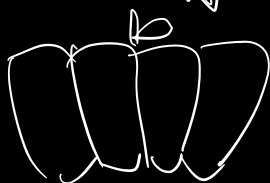
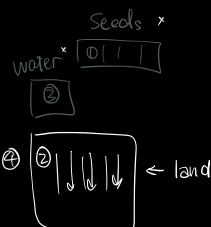
farmer defense

Melon Smash

bomb
bait food watermelon
trap



Sensation — sense pleasure
fantasy — make believe
narrative — unfolding story
challenge — obstacle course
fellowship — social framework
discovery — uncharted territory
expression — soap box (simony)
submission — mindless pastime



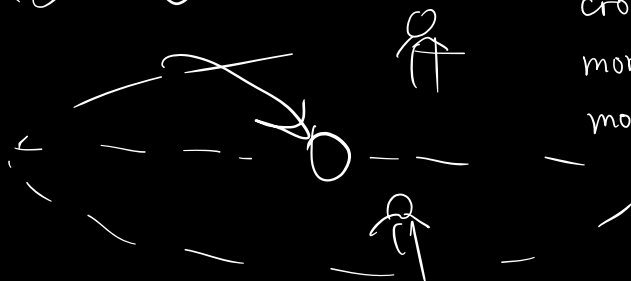
Upgrade [crop / player]

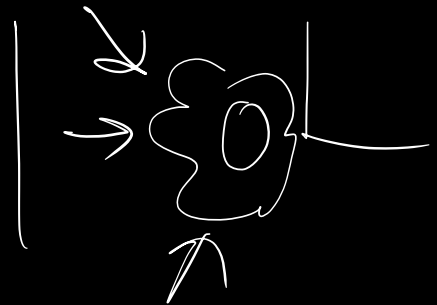
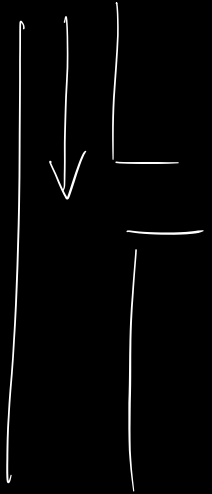
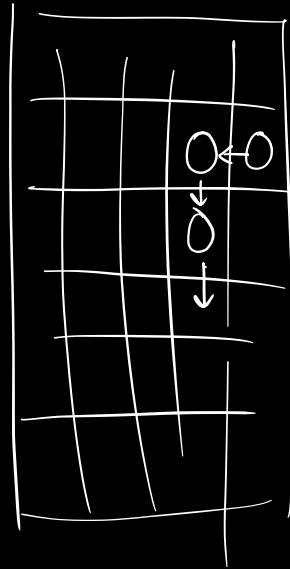
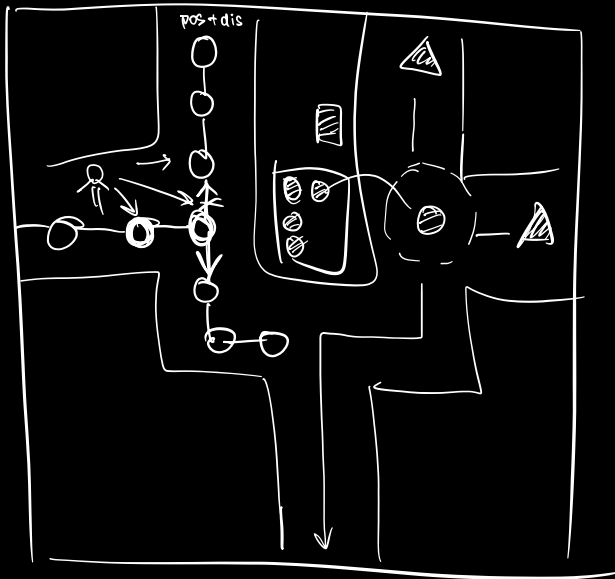
special items

crops grow faster

more crops

more damages





GOAL → playable version before 7/30

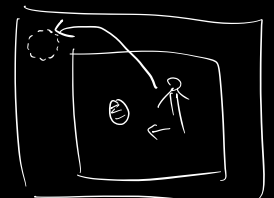
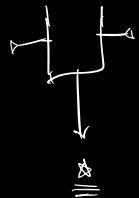
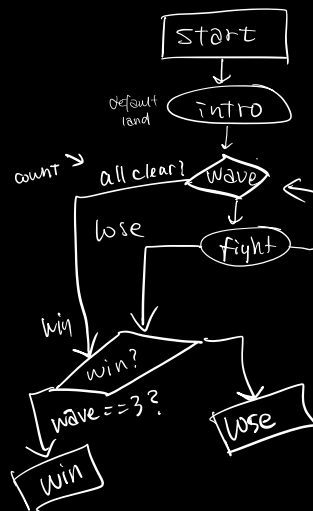
music - BGM & SFX

coding { AI movements
player actions
basic logic }

design { narrative
enemy
upgrade }

ART { MAP
player
enemy }

melons / effect 



← throw animation

report

Crowded pathway