FALMOUTH
UNIVERSITY

BSc Computing for Games
Programming Practice I

Morning

Game Design

In the morning session you will:

- **Self-organise** into **TWO** groups of approximately equal size.
- **Design** a short text-based adventure game with the following themes:
  - Group wearing the *most red*: "Iron Bull".
  - Group wearing the *least red*: "Ghostly Spymaster".

Game Design

- ▶ Reflect upon Mondays COMP140 lecture activity as well as the associated reading material to distil the key elements that form the design and how to describe them
- ▶ Research what is usually included in a game design document to help guide your design process. Start here:
  - ▶ http: //www.gamasutra.com/view/feature/131791/ the_anatomy_of_a_design_document_.php
  - ▶ http://www.gamasutra.com/view/feature/ 130127/design_document_play_with_fire.php

Game Design

In the afternoon session you will:

- **Create** a rough prototype of the mechanic associated with conflict.
  - Start out with a low-fidelity paper prototype.
  - If making a digital prototype, apply pair programming and use whichever tools and programming language that you deem most appropriate.
- **Prepare** a 30-second "elevator" pitch.
- **Prepare** to demonstrate your prototypes to the tutor.

Game Design

- ► Avoid over-scope! This is a tiny project!
- ► The prototype does not need to be fully functional. It should be used as a communication tool to demonstrate the design ideas.
- ► Do not worry about the pitch or what should be included in it. Aim to only include those things that help you communicate your design ideas. This is not an assessment, but an opportunity to reflect and practice.