FALMOUTH
UNIVERSITY

BSc Computing for Games
Programming Practice II

Morning

Game Design

In the morning session you will:

- Work individually.
- **Design** a simple 2D game.
    - **Draw ONE** target audience card.
    - **Draw TWO** creativity cards.
- **Identify** the core-mechanic in the design **and create** a paper prototype of that mechanic.

Game Design

- ▶ Reflect upon Fridays COMP150 lecture content, focusing on the different forms of prototype which can be included in a pitch
- ▶ Use todays practice session as an opportunity to develop the design you wish to pitch
- ▶ Review appropriate resources to help you with your activity:
    - ▶ http://video.mit.edu/watch/
      paper-prototyping-your-game-episode-1-part-1-551
    - ▶ http://host.conseiljedi.com/~kira/Game%
      20Design%20Workshop-A%20playcentric%
      20approach%20to%20creating%20innovative%
      20games-2nd%20Edition.pdf

Afternoon

Game Design

In the afternoon session you will:

- ► Work in pairs.
- ► **Play-test** each others' paper prototype.
- ► Create a rough digital prototype.
  - ► Focus on the core mechanic.
  - ► 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!!! Do not waste time on content!
- ► Reflect on your player — your target audience.
- ► Consider to include in your pitch in Fridays session. This is an opportunity to develop material for the pitch.
- ► Review appropriate resources to help you with your activity:
    - ► http://chrishecker.com/Advanced_Prototyping
    - ► http://devmag.org.za/2014/01/08/ rapid-game-prototyping-tips-for-programmers/
    - ► http://gamesfromwithin.com/ prototyping-youre-probably-doing-it-wrong