





GMAM702: Prototyping for Games

1: Module Introduction



- ▶ Brian McDonald
- ▶ Please contact me with any module issues!

Today's agenda

- ▶ GAM702 course outline
- ▶ GAM702 assignment
- ▶ First brief

Module introduction

Module Outline

- ▶ Enhance the student's creative practice by developing a series of playable prototypes
- ▶ This will be accomplished by:
 - ▶ Developing a series of Game Prototypes
 - ▶ These will be based on a prompt given out in class
 - ▶ We by essence doing a bunch of Game Jams in the module
 - ▶ Allows you to develop your own Design process and voice

Assignment

► **Assignment 1: Portfolio of Game Prototypes - 100%**

- ▶ The aim of the assignment is to develop your 'voice' as a designer
- ▶ Create **4** prototypes during the course of the module
- ▶ Create a 10 min Postmortem video at the end of each prototype
- ▶ Select **3** prototypes for the final submission
- ▶ Create a final 10 min video which sums up your learning as a Designer

Assignment

- ▶ See LearningSpace for assignment brief
- ▶ See MyFalmouth for deadlines

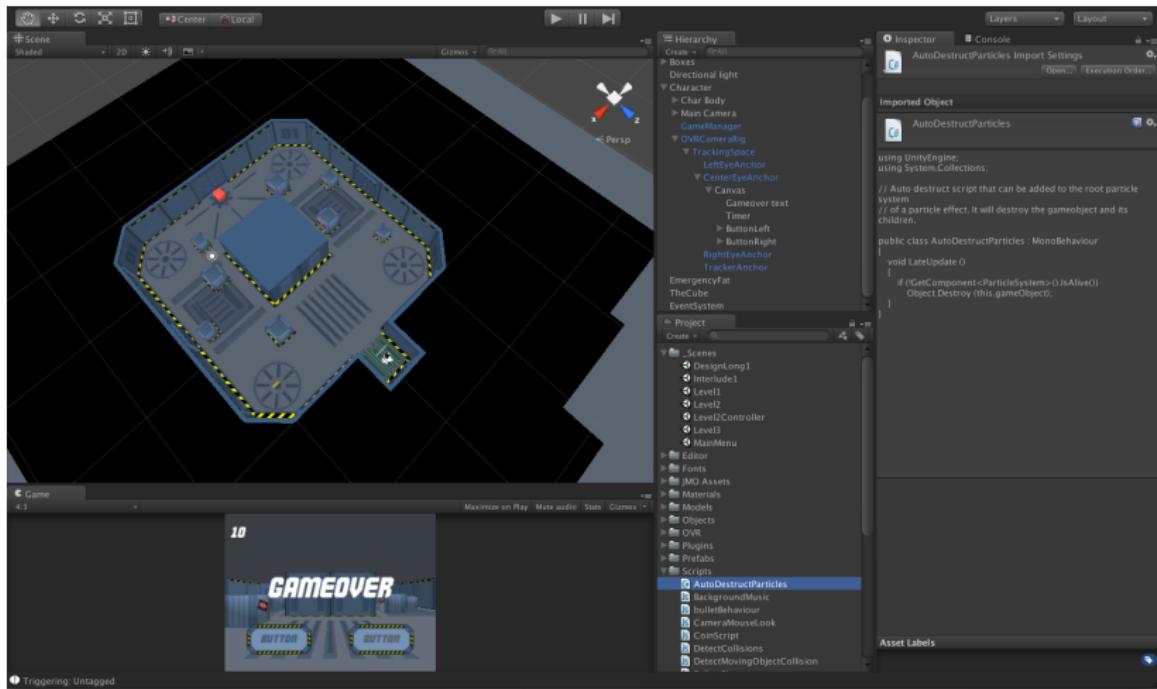
Assignment Tips

- ▶ Ideation is key, don't just jump into the idea
- ▶ Use the full 2 weeks to complete the prototype
- ▶ Don't be afraid to fail, fail fast and often
- ▶ Kill your darlings, if a prototype isn't working move onto another one
- ▶ Pick up a new tool or skill during the module

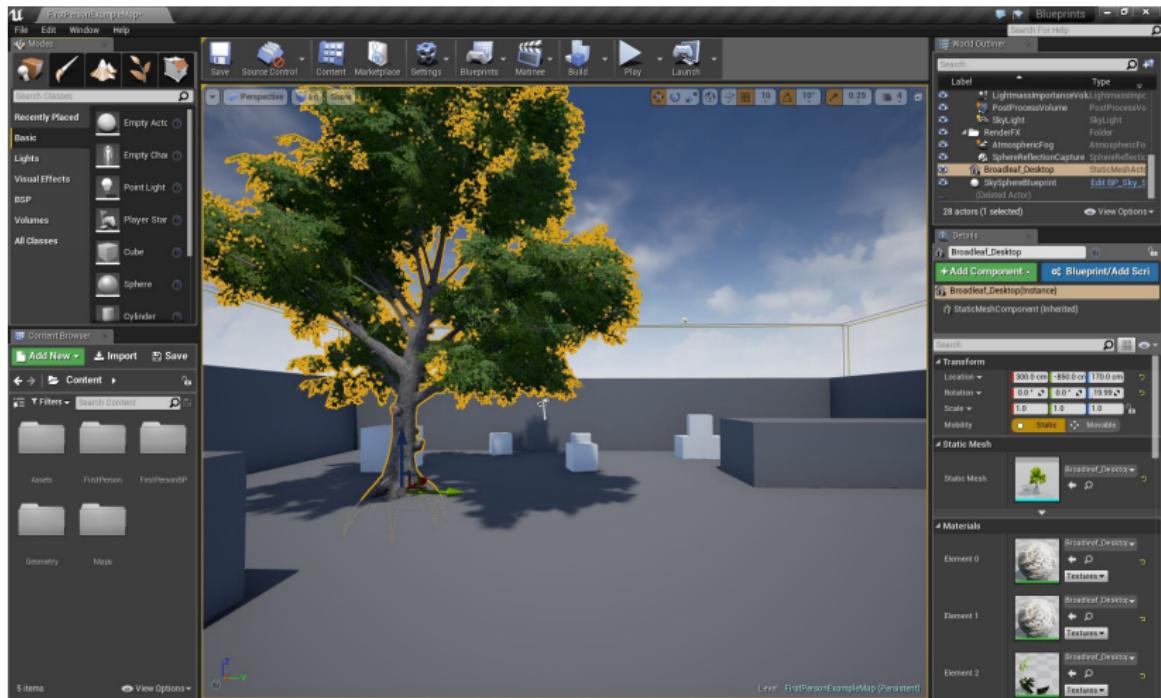
Resources

Game Engines

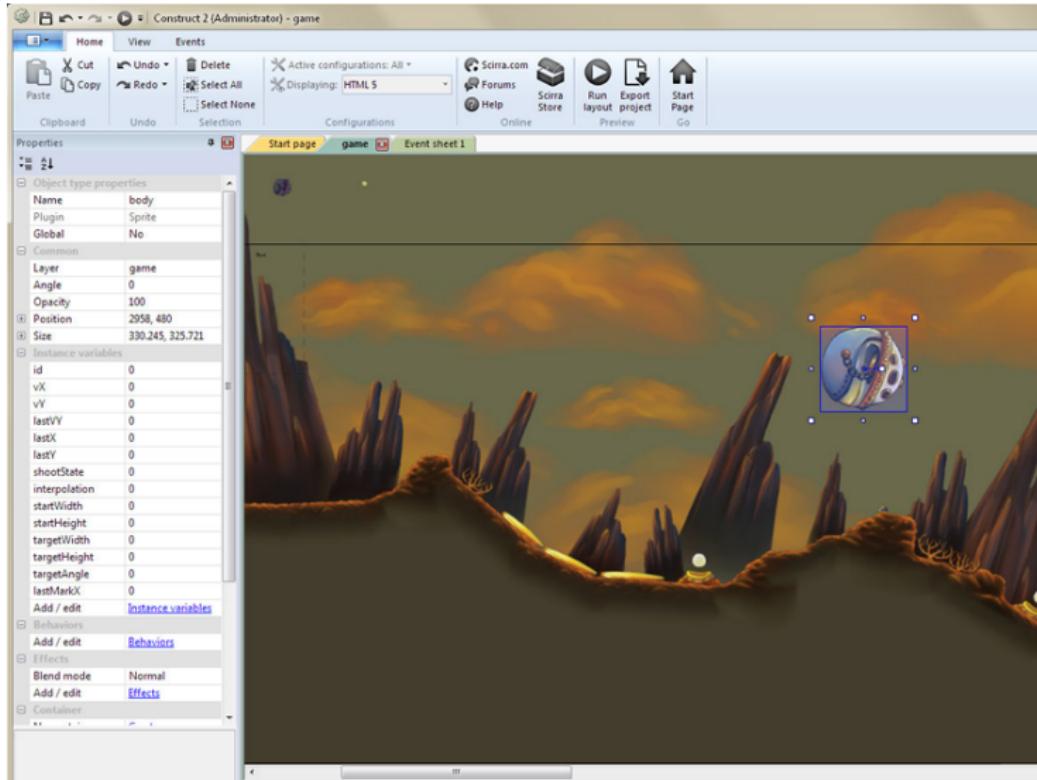
Unity



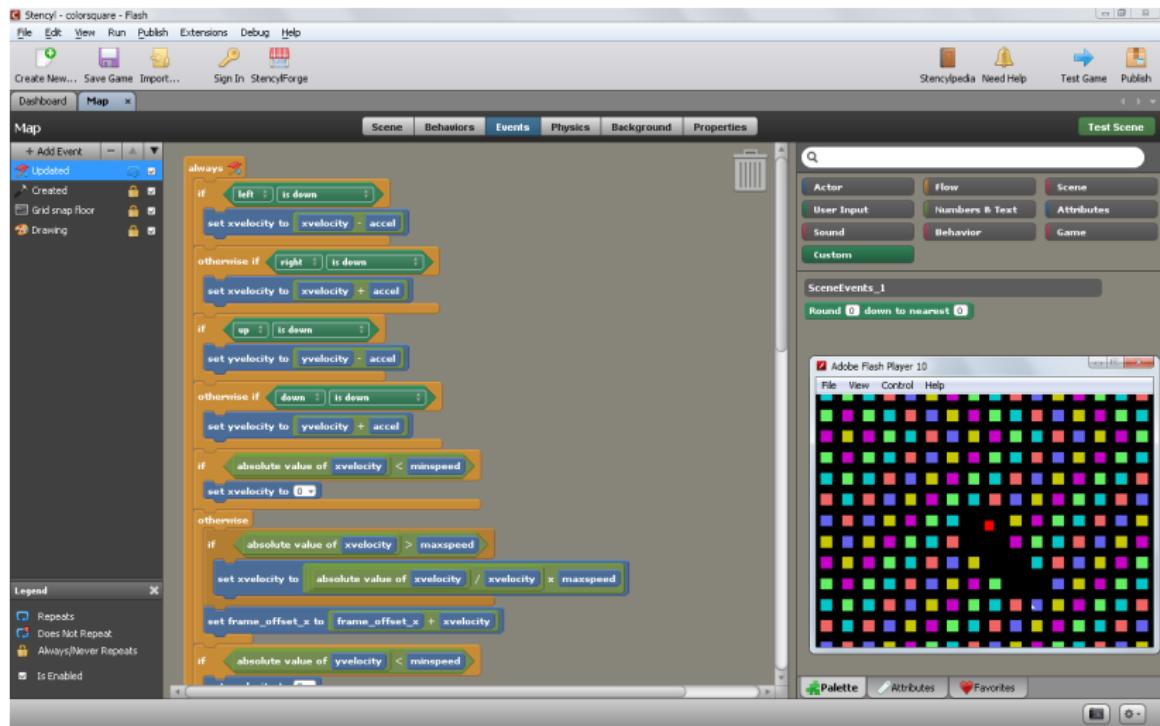
UE4



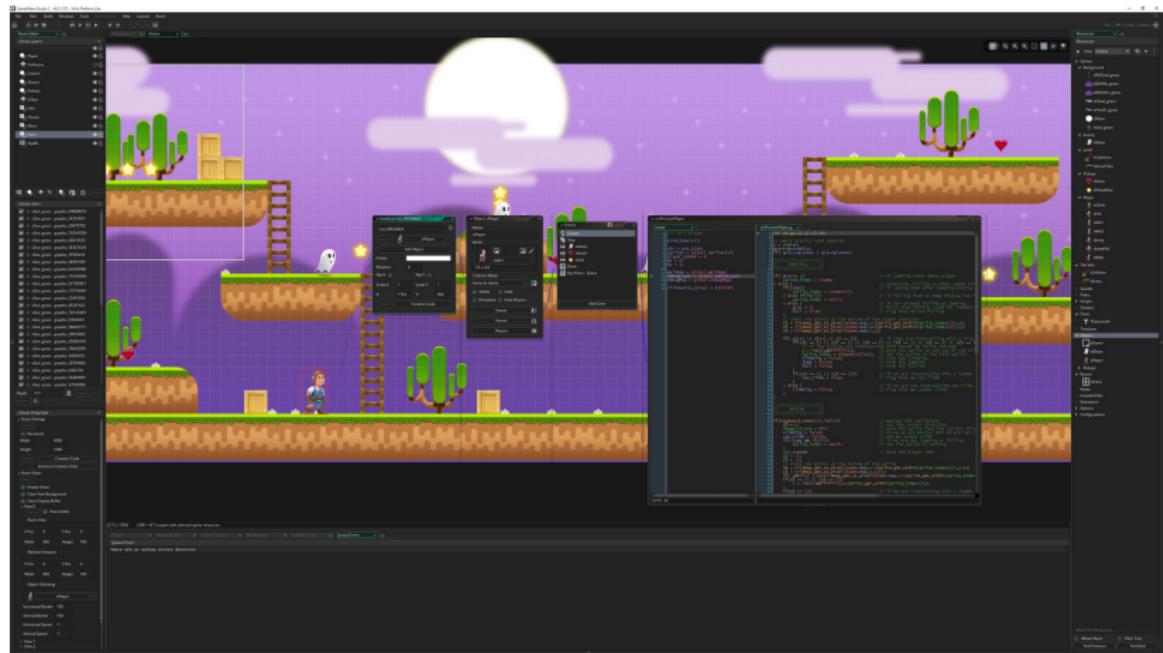
Construct 2



Stencyl



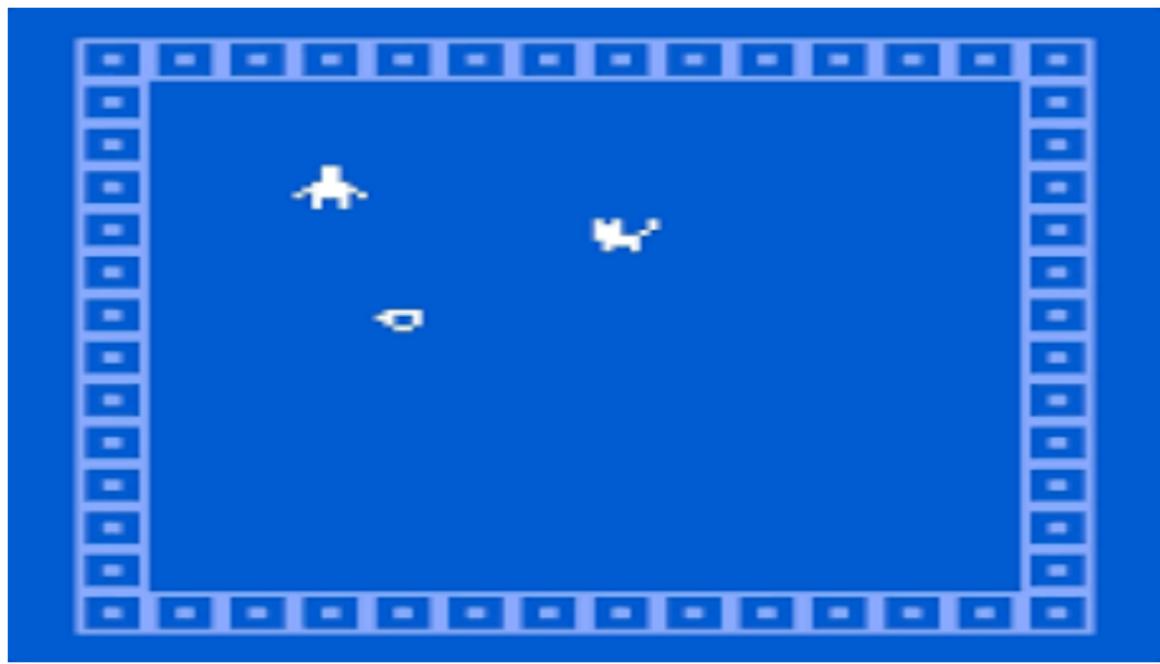
Gamemaker 2



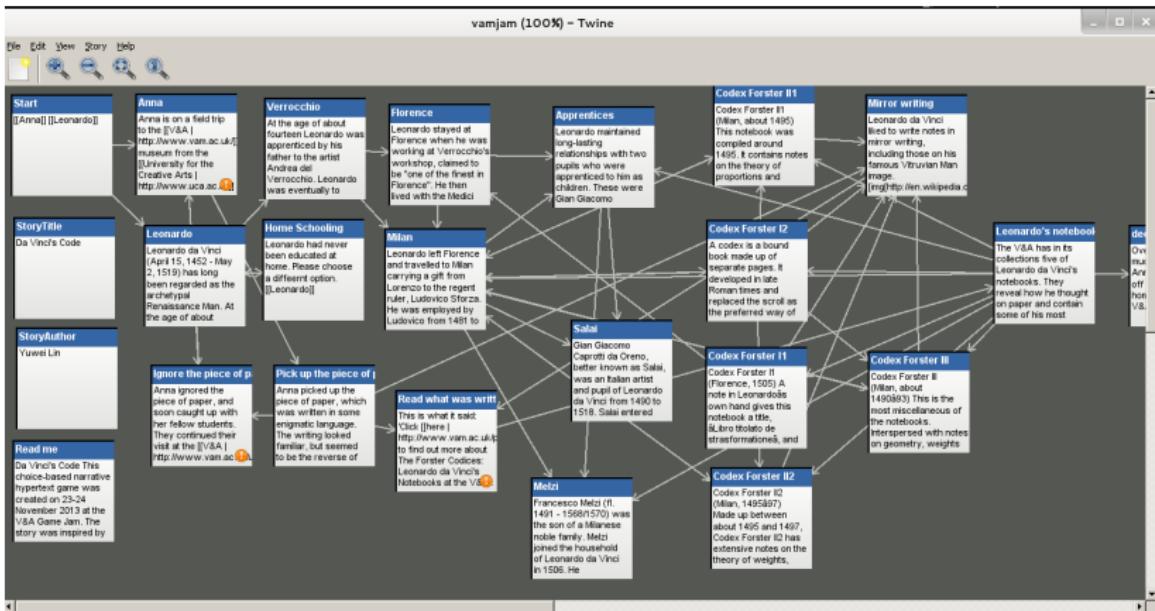
Other Digital Options

- ▶ Bitsy
- ▶ Twine
- ▶ Inkle
- ▶ Unity with Fungus
- ▶ Renpy
- ▶ Flat Games

Bitsy



Twine



Inkle

The screenshot shows the Inkle Studio application window. On the left, a sidebar lists various .ink files in a tree view, including story.ink, head_includes.ink, prologue.ink, northblaze.ink (selected), the_horse_lords...., bloodpledge.ink, discord.ink, hellfury.ink, oakleaf.ink, olansinn.ink, fleet.ink, icedge.ink, main.ink, murk.ink, outremer.ink, coahorn.ink, army_preparation, leader.ink, character_creation, ragnar.ink, abbas.ink, and ragnar.ink. A button at the bottom says "Add new include".

The main area has a title bar "File Edit View Story [Inky Debug] Window Help" and a status bar "No document". The central pane displays a story script:

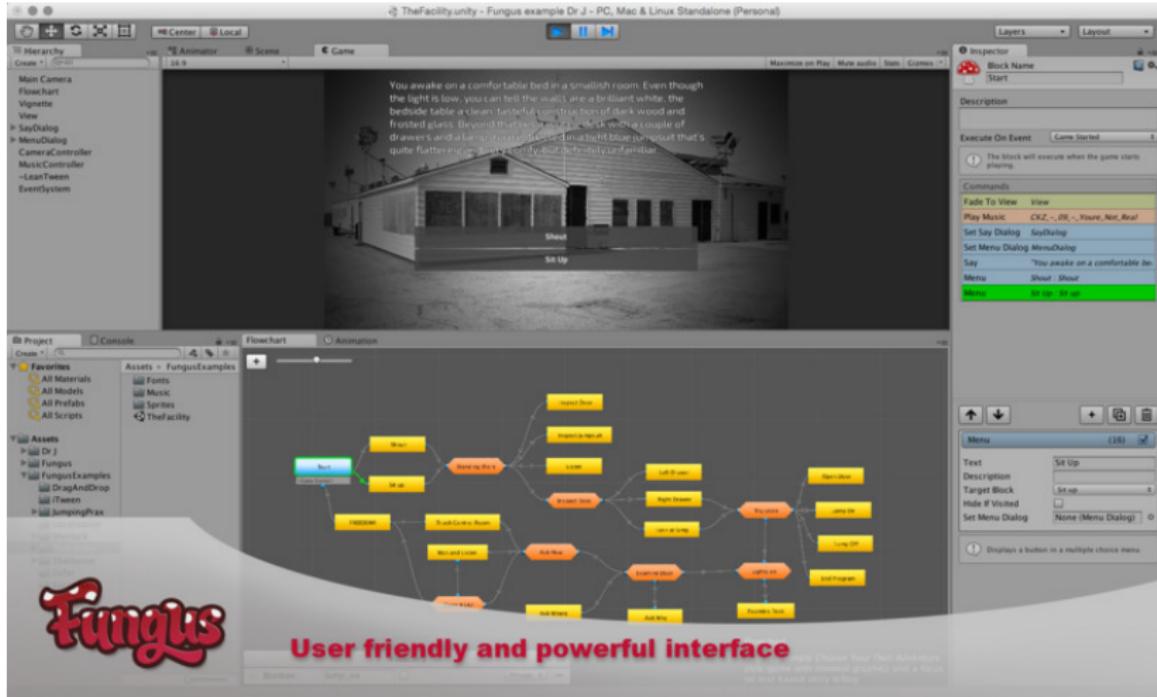
```
1 VAR playerIsInPalace = false
2
3 LIST northblazePlayerState = talkedToWallGuard, talkedOnTheMainStreet,
4 leavingForTheFirstTime
5
6 *** northblaze ***
7
8 {northblazePlayerState has talkedToWallGuard:
9     ->main_locations
10    -else:
11        ->intro_locations
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```

The script contains several sections and conditions, primarily dealing with player state and locations. It includes sections for "intro_locations" and "main_locations", and conditions for "talkedToWallGuard", "leavingForTheFirstTime", and "playerIsInPalace".

To the right of the code editor, there are two panels:

- A large panel titled "You head for Northblaze, the Steel City where Lord Erin is in power." contains descriptive text about the city's location and history.
- A smaller panel titled "Ask Ragnar about the standing stones." contains text about standing stones and a note to "Pass by the stone."

Unity with Fungus



Renpy



Flat Games



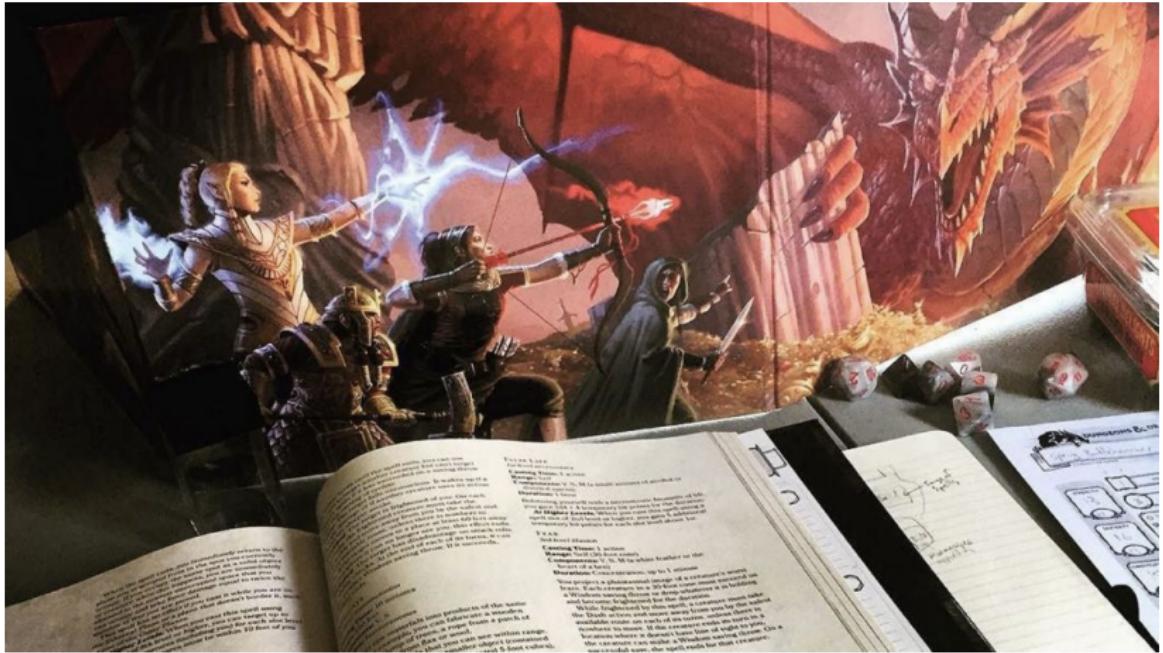
The lady in blue
walked amongst the
people

Physical Games

Board & Cardgames



Board & Cardgames



Playground Games



Traditional or Folk Games



First Prototype - Theme Announcement

Due Friday 5pm on Week
3!

Next Steps

- ▶ Research!
- ▶ Ideas!
- ▶ Prototype!