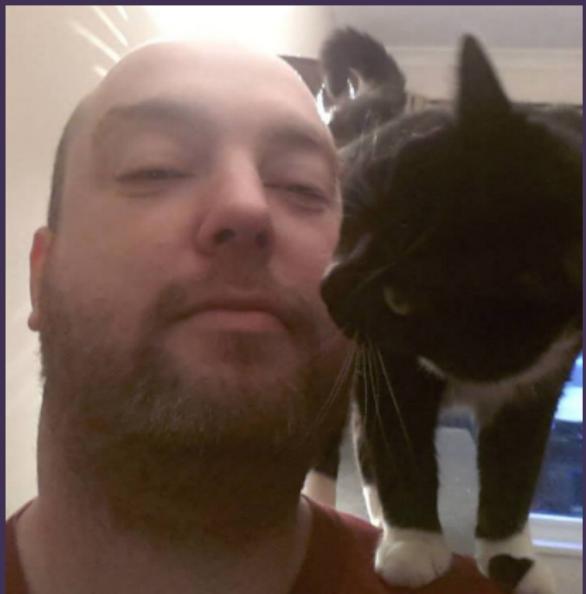




GMAM702: Prototyping for Games  
**1: Module Introduction**





- ▶ 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

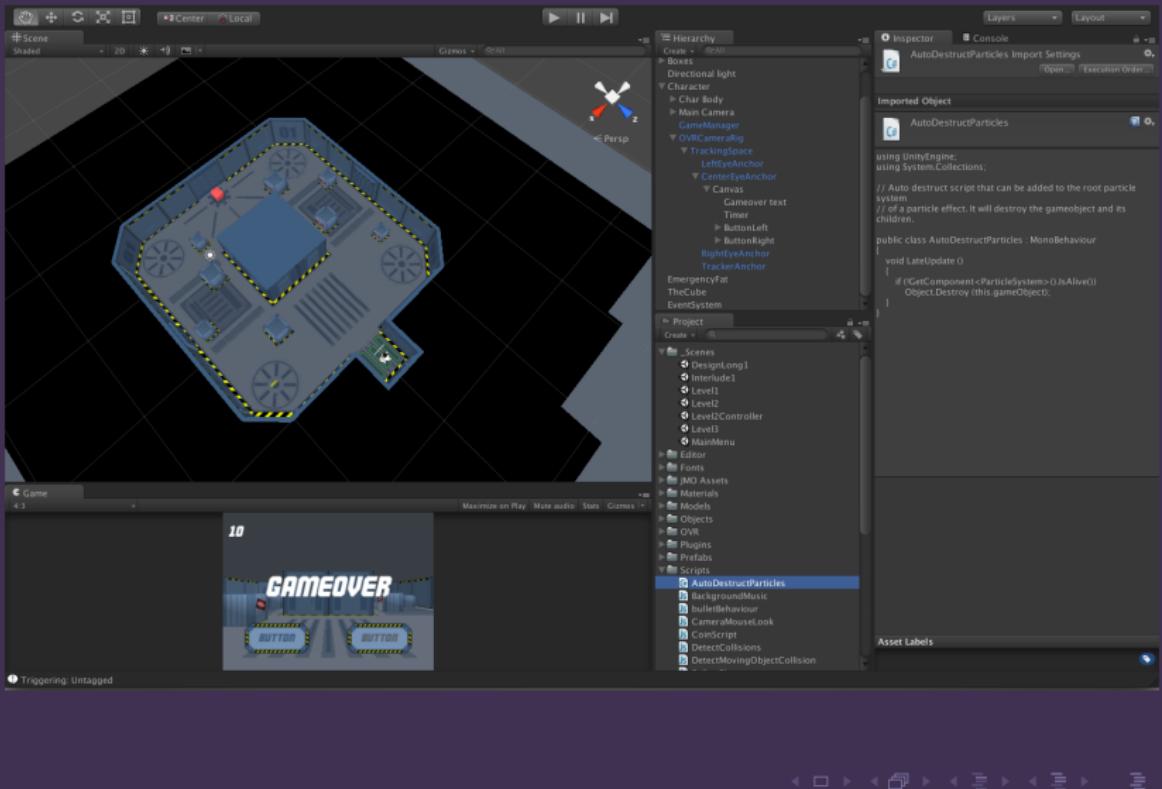
# Resources



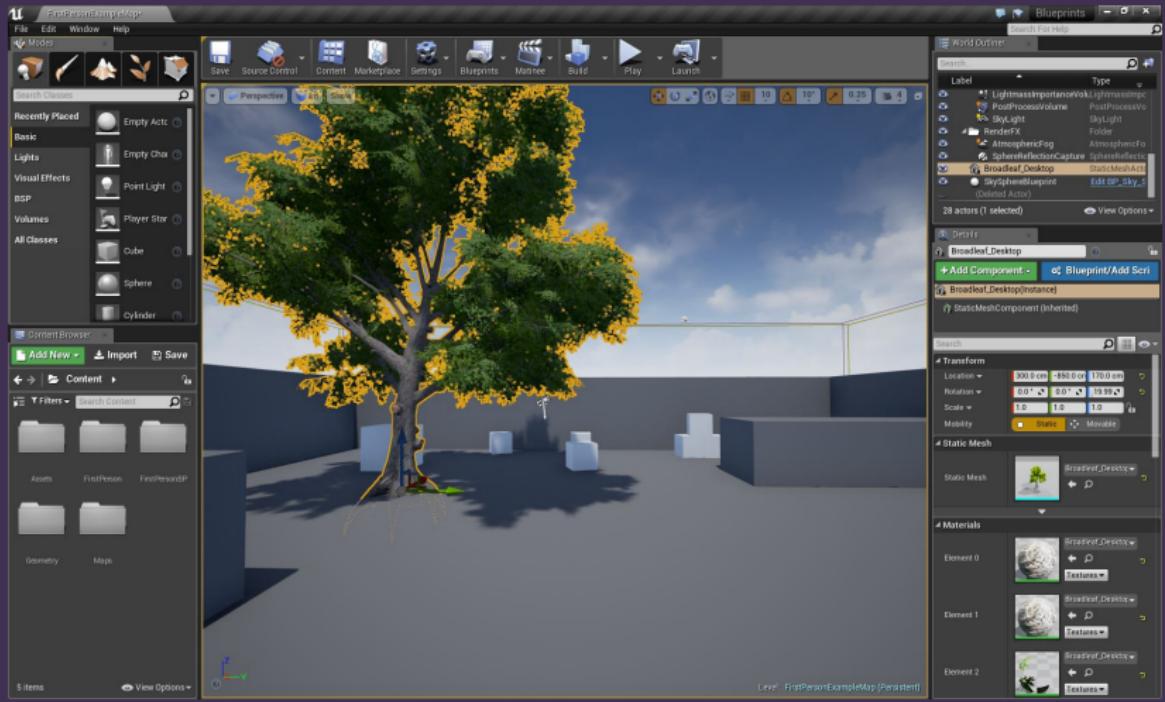
# Game Engines



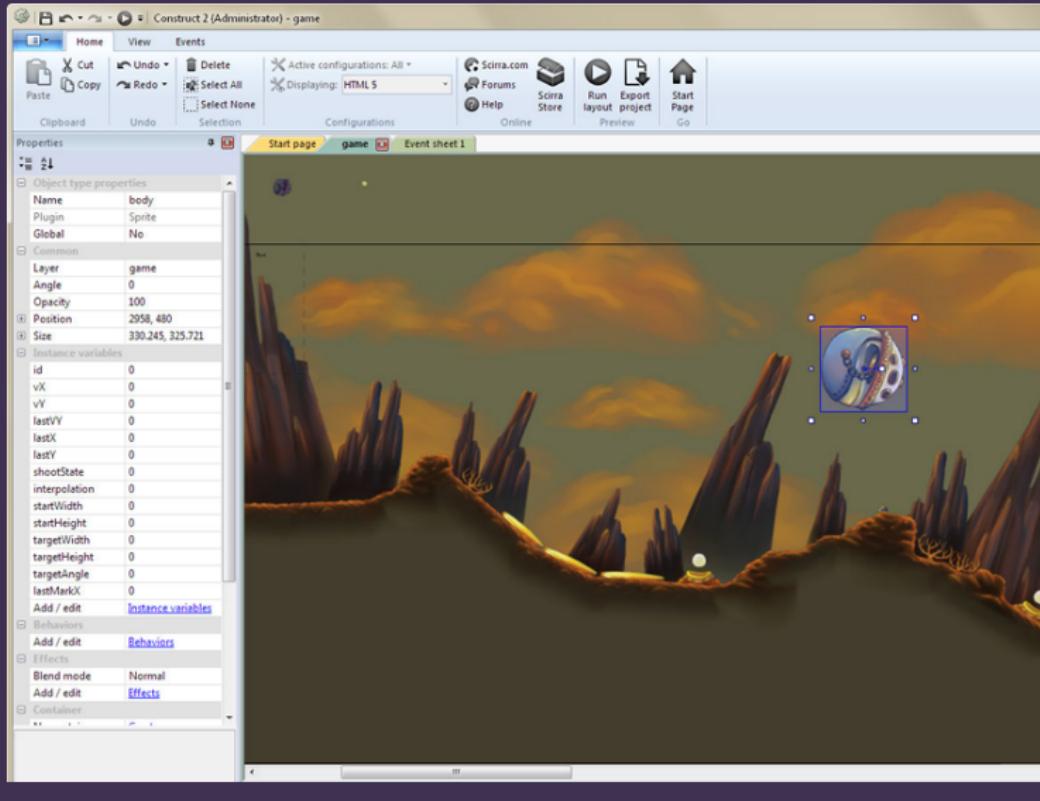
# Unity



# UE4



# Construct 2



# Stencyl

The screenshot displays the Stencyl game development interface. On the left, the Script Editor shows a complex sequence of logic blocks for an 'Actor' named 'Updated'. The blocks include conditionals for keyboard inputs ('left', 'right', 'up', 'down') and physics calculations ('set xvelocity to', 'set yvelocity to', 'absolute value of xvelocity'). On the right, the Scene Editor shows a grid-based map with various colored squares (red, green, blue, yellow) and a small red character icon. Below the map, the Adobe Flash Player window displays a colorful pattern of squares. At the bottom, there are tabs for 'Palette', 'Attributes', and 'Favorites'.

File Edit View Run Publish Extensions Debug Help

Create New... Save Game Import... Sign In StencyForge

Dashboard Map \*

Scene Behaviors Events Physics Background Properties

Test Scene

Map

Legend

- Repeats
- Does Not Repeat
- Always/Never Repeats
- Is Enabled

Actor Flow Scene

User Input Numbers & Text Attributes

Sound Behavior Game

Custom

SceneEvents\_1

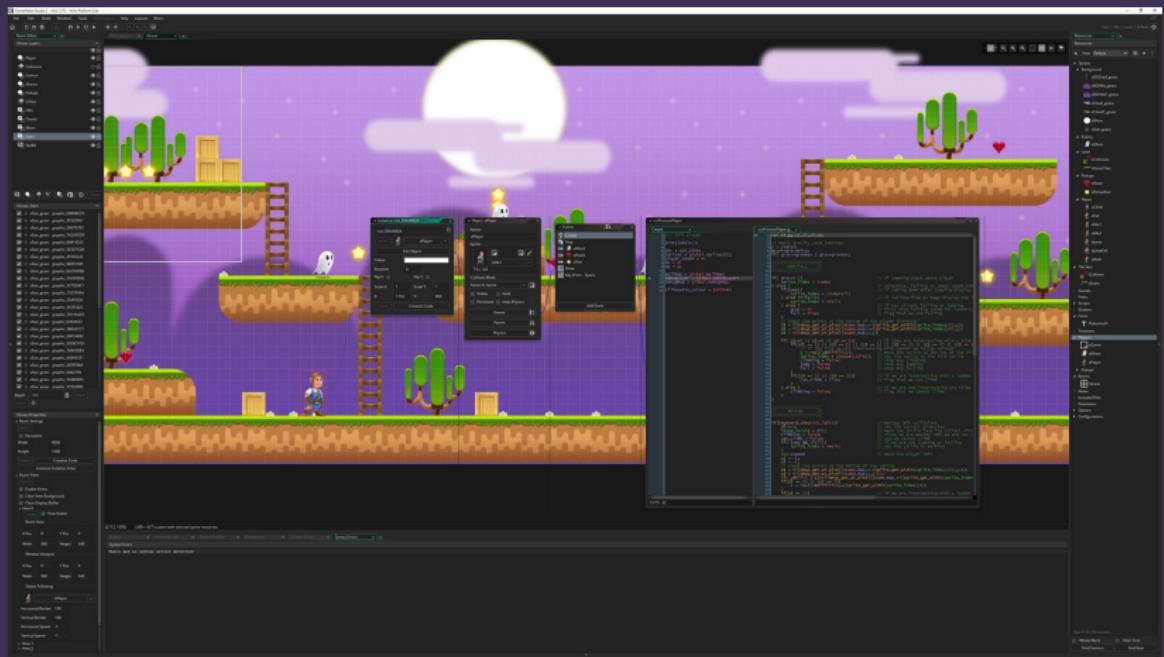
Round 0 down to nearest 0

Adobe Flash Player 10

File View Control Help

Palette Attributes Favorites

# Gamemaker 2

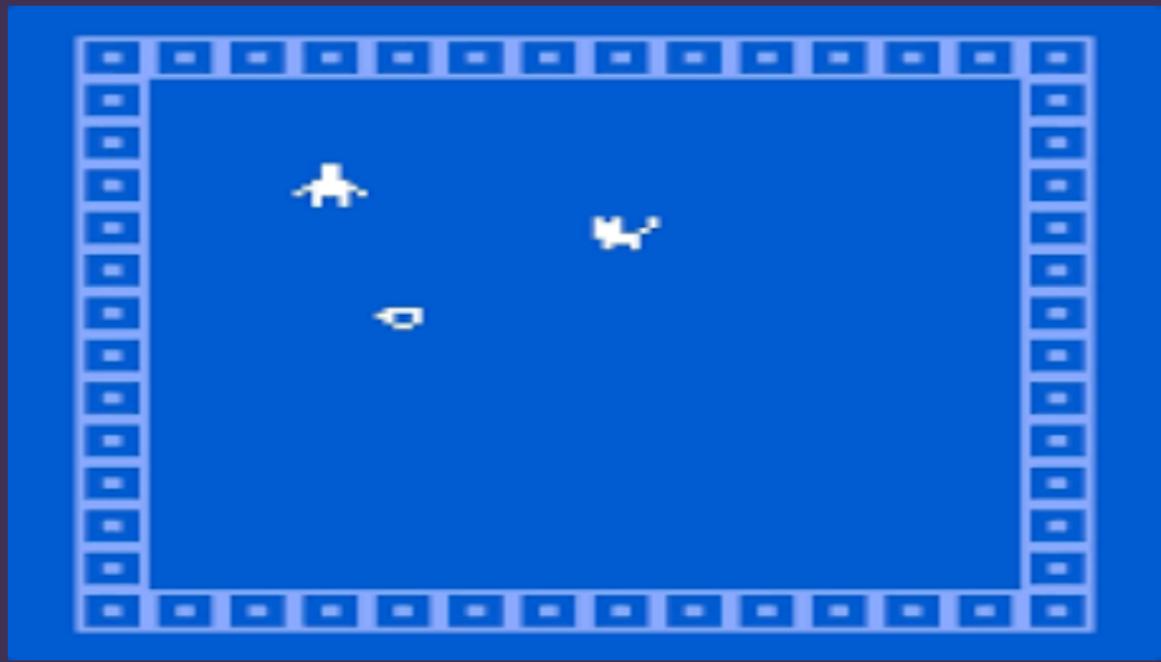


# Other Digital Options

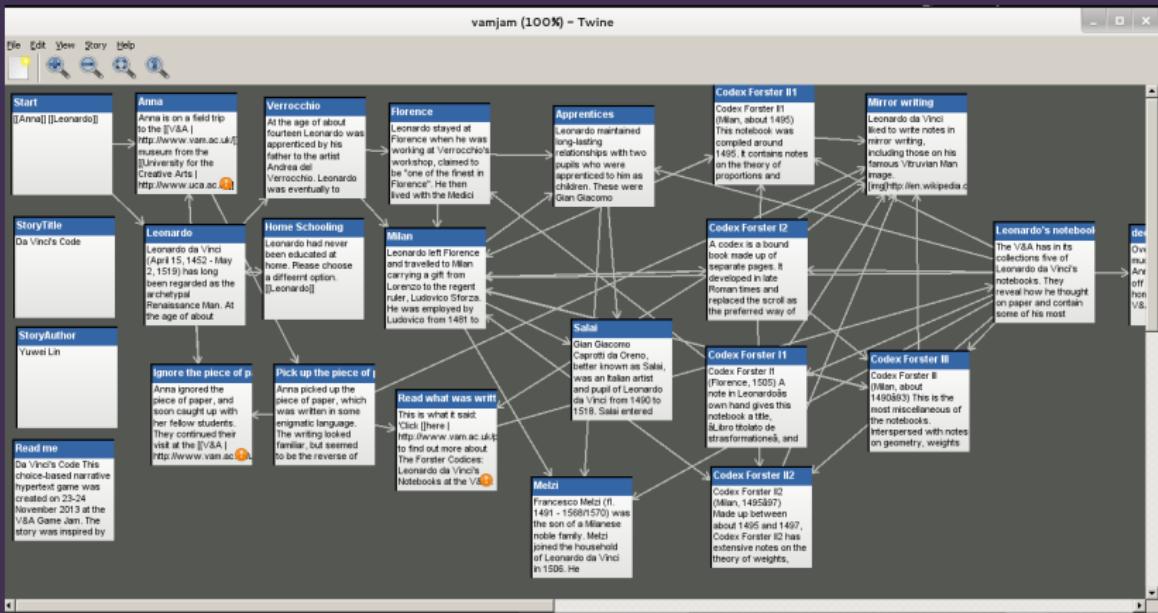


- ▶ Bitsy
- ▶ Twine
- ▶ Inkle
- ▶ Unity with Fungus
- ▶ Renpy
- ▶ Flat Games

# Bitsy



# Twine



# Inkle

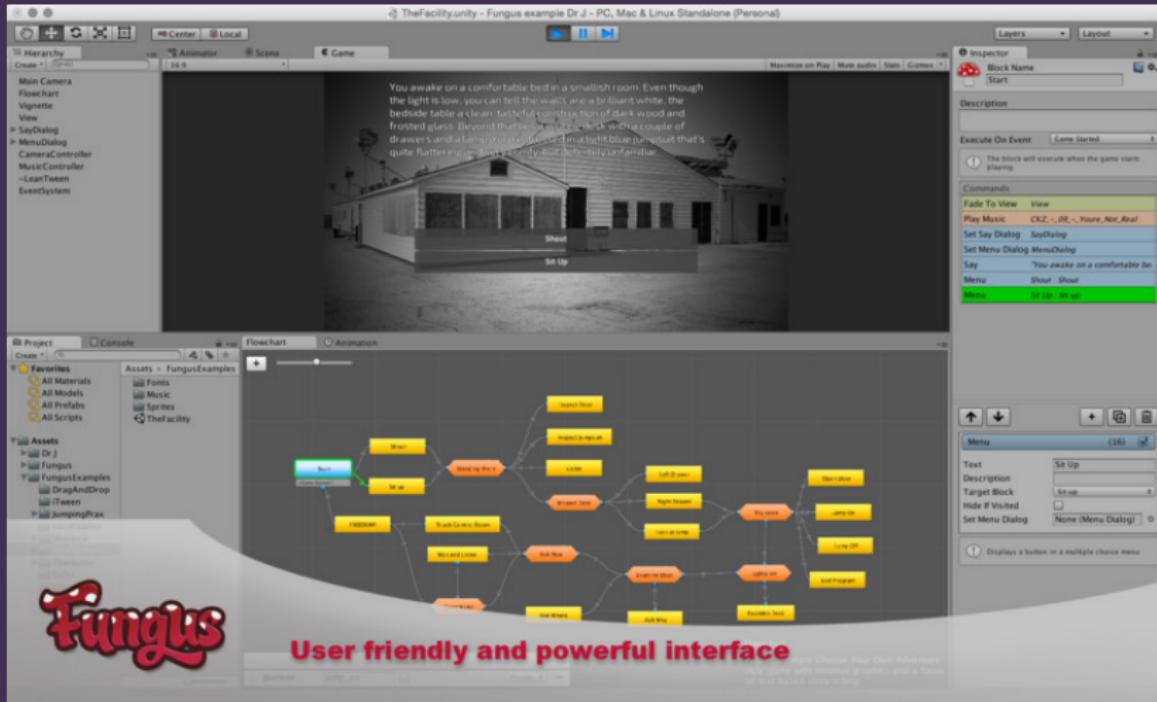
The screenshot shows the Inkle Studio application window. On the left, the project file tree displays various .ink files: story.ink, head\_includes.ink, prologue.ink, northblaze.ink (selected), the\_horse\_lords...., bloodpledge.ink, discord.ink, hellfury.ink, oakleaf.ink, olansinn.ink, fleet.ink, icedge.ink, main.ink, murk.ink, outremer.ink, coahorn.ink, army\_preparation, leader.ink, character\_creation, ragnar.ink, abbas.ink, and evann.ink. A "Add new include" button is at the bottom of the tree.

The main workspace shows the script for "northblaze.ink". The code uses conditional logic based on player state and location. It includes sections for "intro\_locations" and "main\_locations", and handles events like leaving the city or reaching specific landmarks like the steel walls or market.

The right side of the window displays the generated narrative. The first section describes the player's arrival in Northblaze, the Steel City, where Lord Erin is in power. It mentions the forbidding peaks of the Iron Hills and the steep incline of the city's坐落. The second section, triggered by reaching the library, discusses the Iron Hills' insurmountable nature and the tunnels hollowed out under the city. The third section, triggered by reaching the market, asks the player to pass by the gibbets. The final section, triggered by leaving the city, asks the player to ask Ragnar about the standing stones.

At the bottom of the window, there are standard navigation icons for back, forward, search, and other application functions.

# Unity with Fungus



# Renpy



# Flat Games



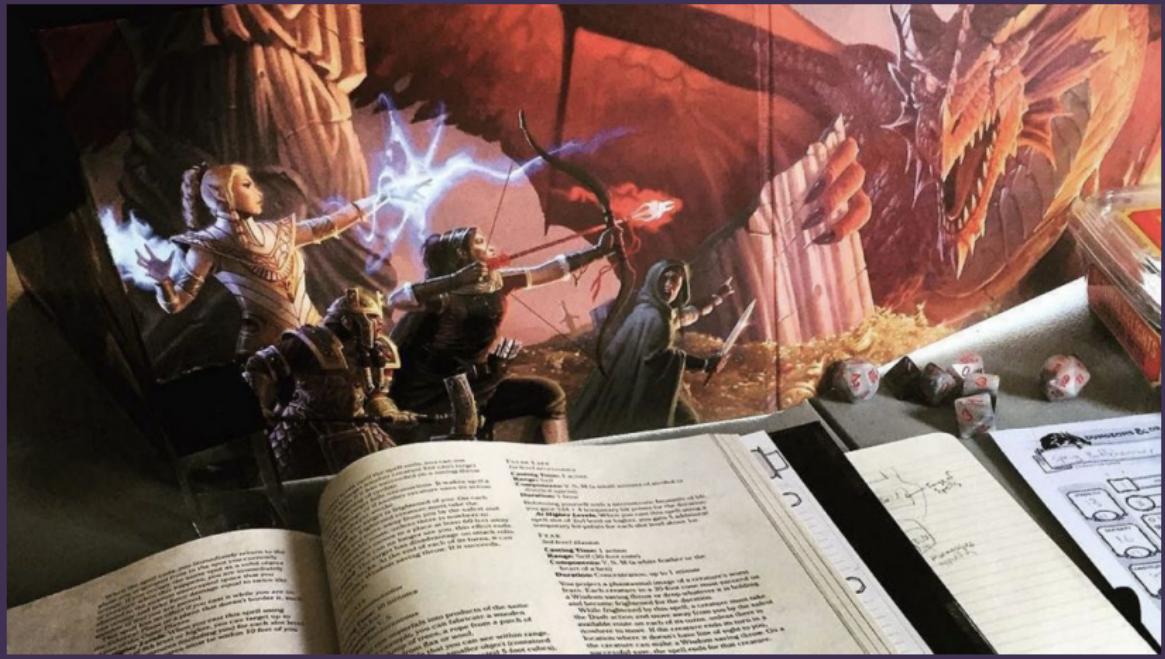
# Physical Games



# 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!