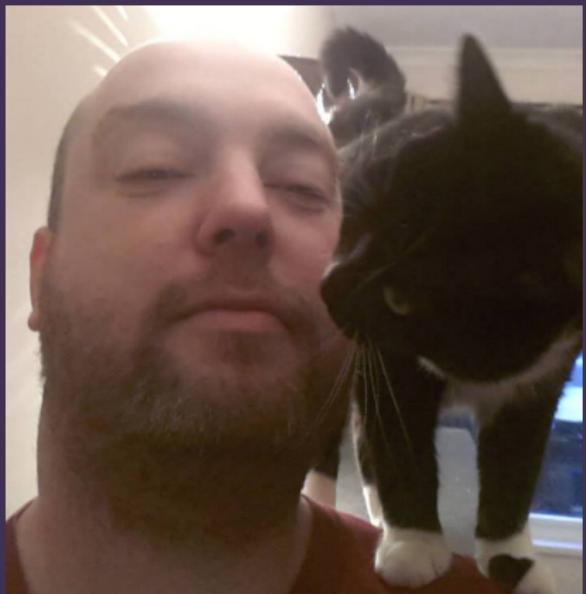




GMAM702: Prototyping for Games
1: Module Introduction





- ▶ 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

Module Roadmap

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Game Jam 1 Released		Game Jam 1 Submission	Game Jam 2 Released		Game Jam 2 Submission

Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Game Jam 3 Released		Game Jam 3 Submission	Game Jam 4 Released		Game Jam 4 Submission

Week 13	Week 14
	Viva

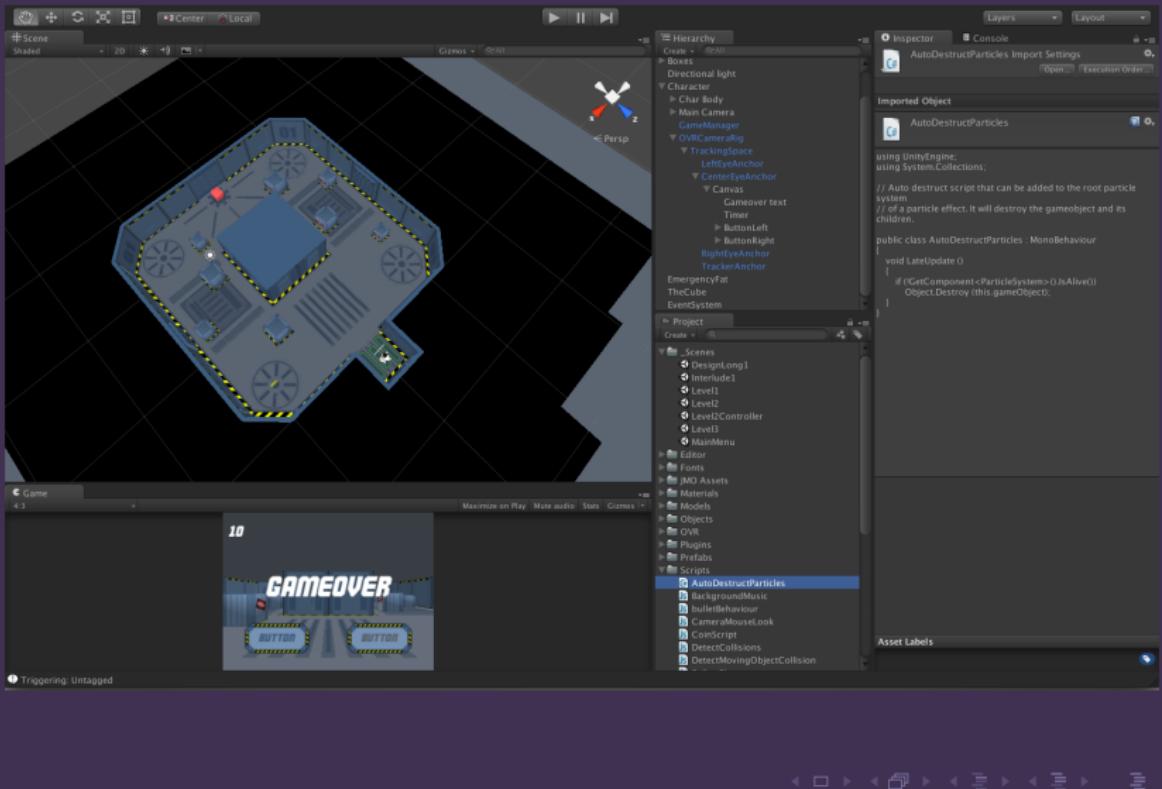
Resources



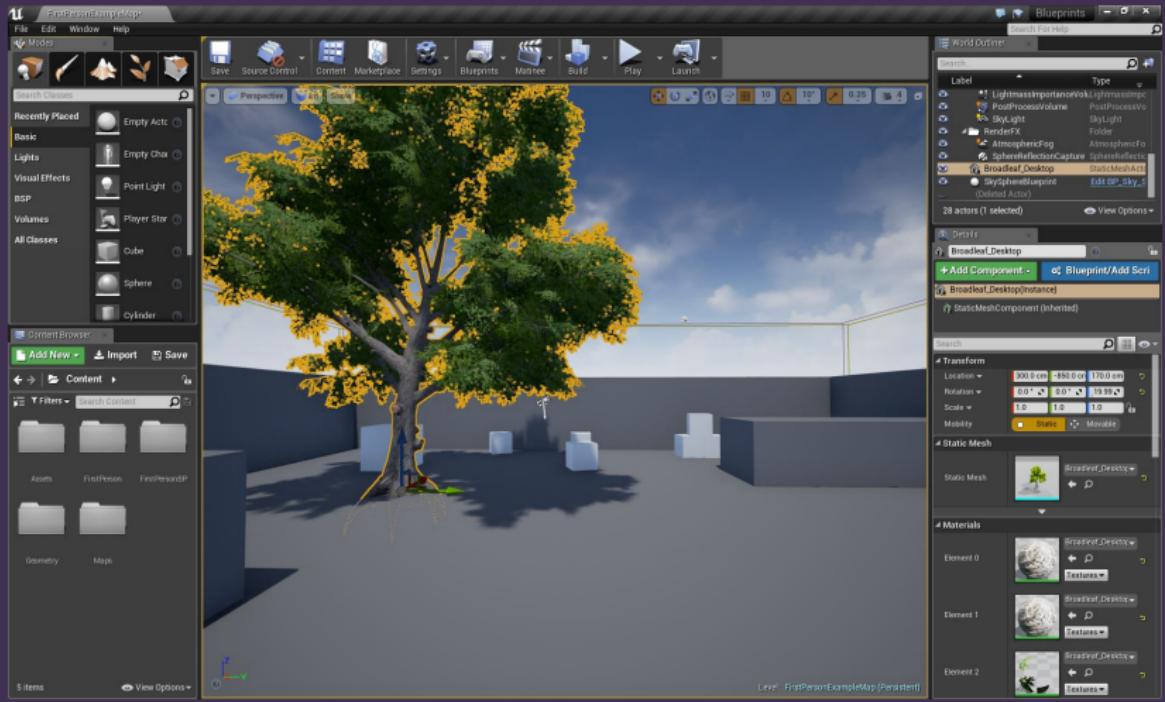
Game Engines



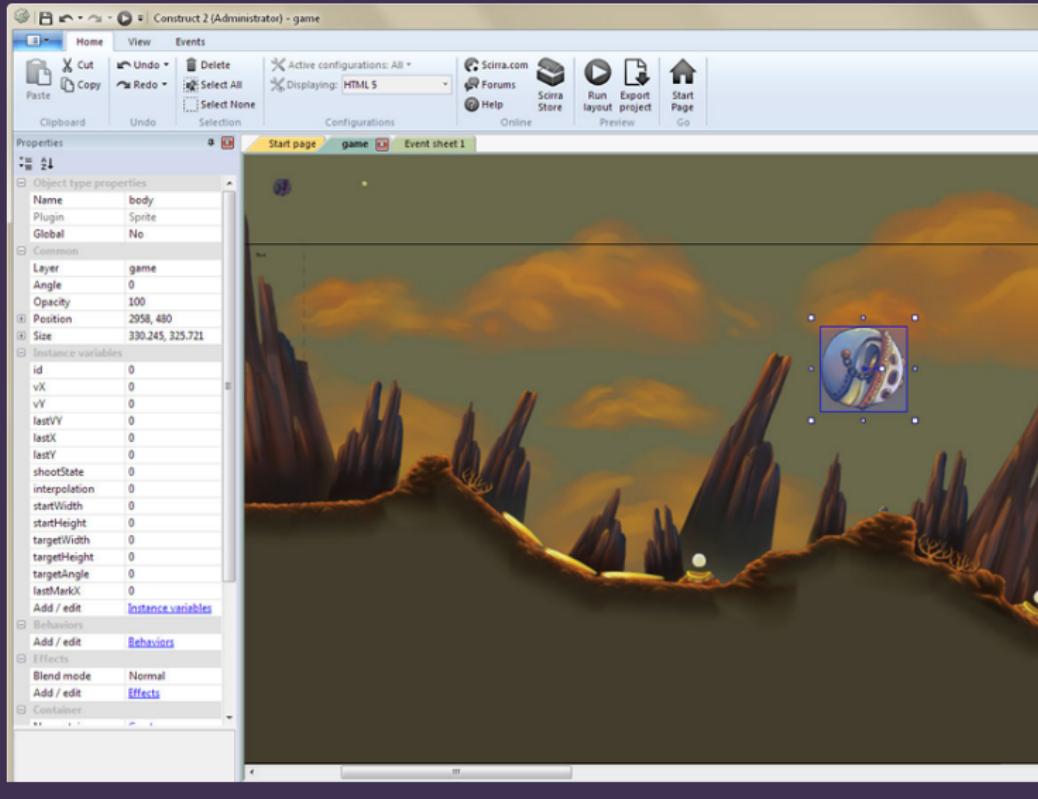
Unity



UE4



Construct 2



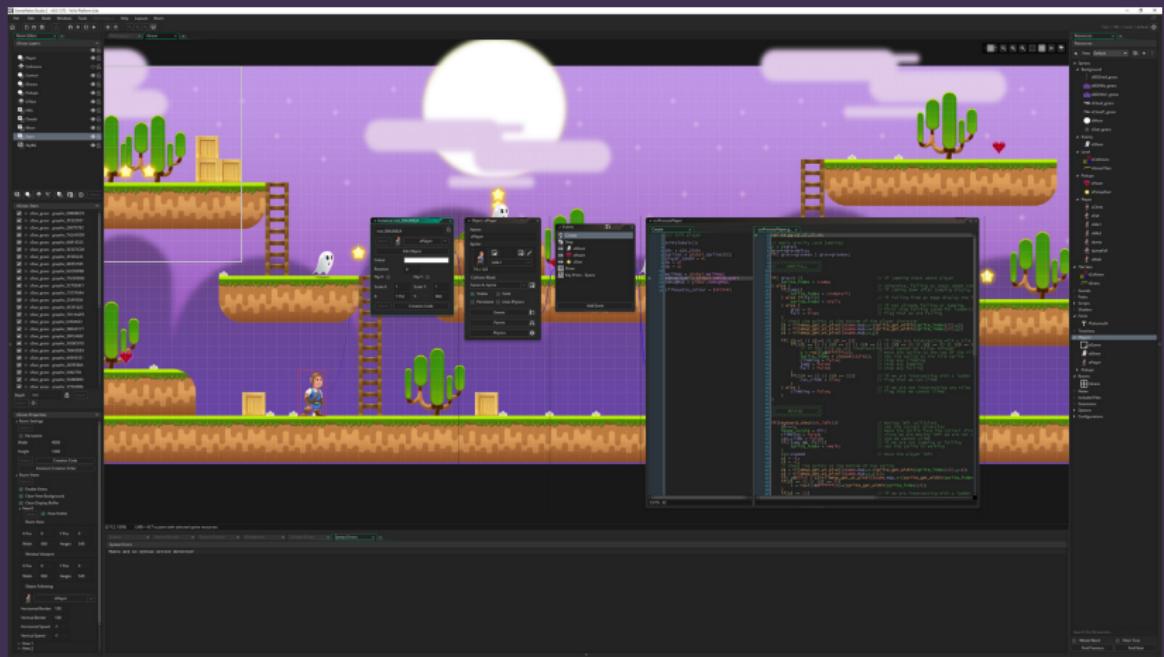
Stencyl

The screenshot shows the Stencyl game development interface. On the left, the "Behaviors" tab is active, displaying a Scratch-style script editor for an "Updated" event. The script logic is as follows:

- always
- if `[left arrow v is down]` then
 set `xvelocity` to `xvelocity + accel`
- otherwise if `[right arrow v is down]` then
 set `xvelocity` to `xvelocity + accel`
- if `[up arrow v is down]` then
 set `yvelocity` to `yvelocity - accel`
- otherwise if `[down arrow v is down]` then
 set `yvelocity` to `yvelocity + accel`
- if `[absolute value of xvelocity < minspeed]` then
 set `xvelocity` to `0 +`
- otherwise
 if `[absolute value of xvelocity > maxspeed]` then
 set `xvelocity` to `[absolute value of xvelocity / xvelocity] * maxspeed`
 set `frame_offset_x` to `frame_offset_x + xvelocity`
- if `[absolute value of yvelocity < minspeed]` then

On the right, there is a "SceneEvents_1" panel with a "Round 0 down to nearest 0" entry. Below it is a preview window titled "Adobe Flash Player 10" showing a grid of colored squares. At the bottom, there are tabs for "Palette", "Attributes", and "Favorites".

Gamemaker 2



Other Digital Options

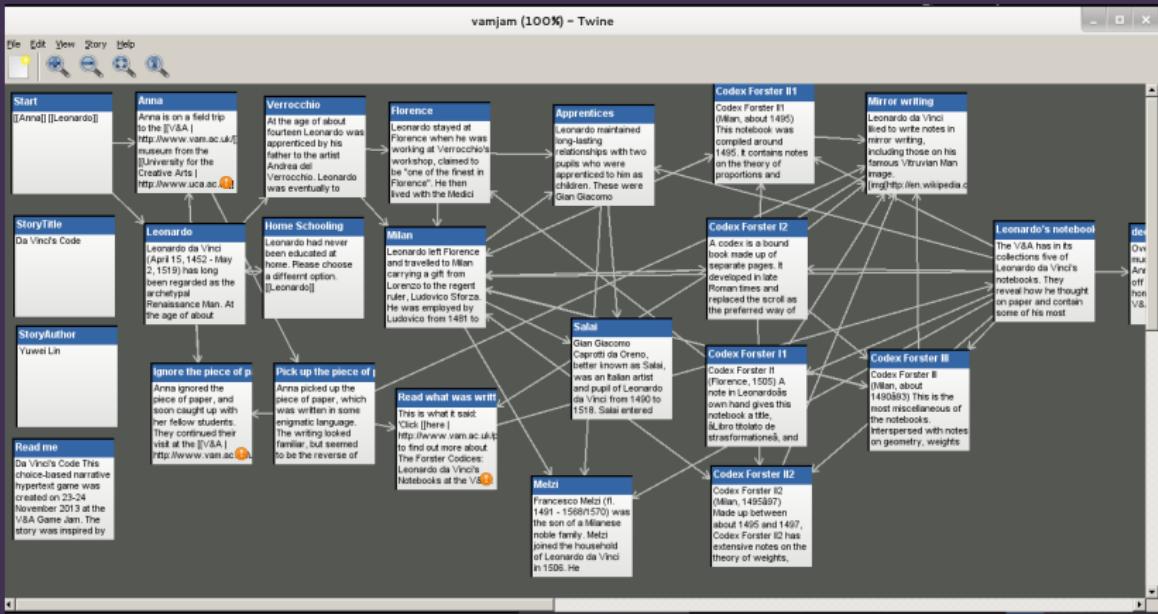


- ▶ Bitsy
- ▶ Twine
- ▶ Inkle
- ▶ Unity with Fungus
- ▶ Renpy
- ▶ Flat Games

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, munk.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", each with its own "showMap" and location-specific logic. The script ends with a check for leaving the city.

```
1 VAR playerIsInPlace = 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
12 }
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```

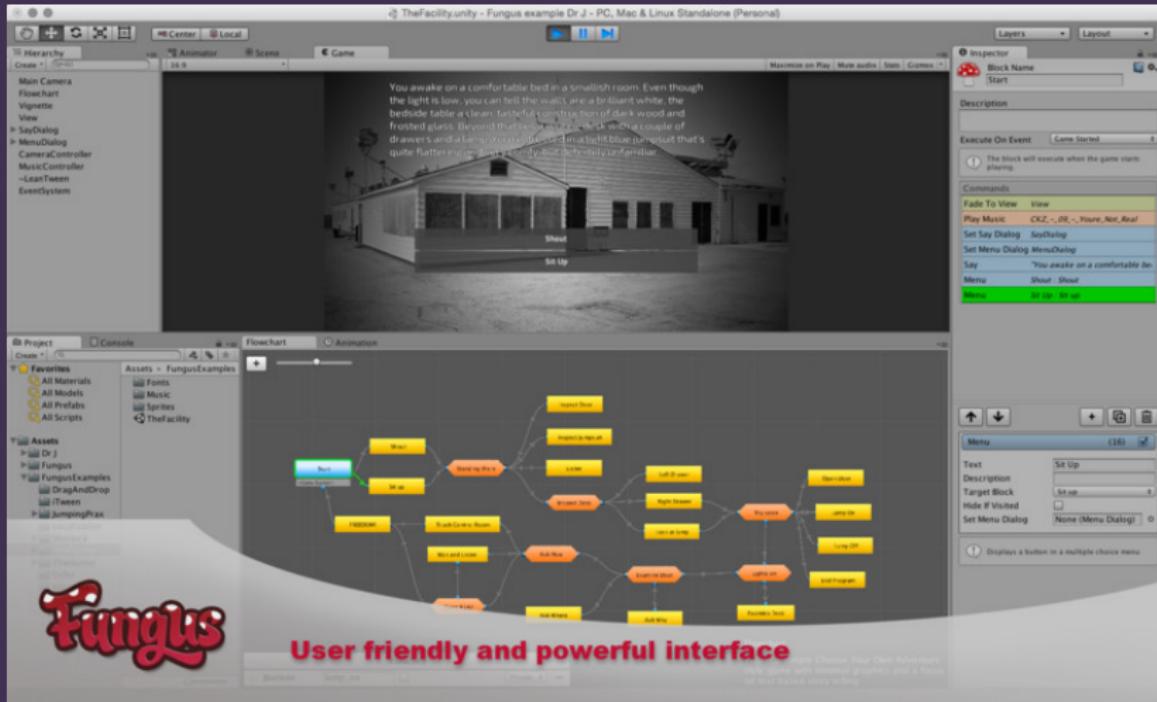
The right side of the window displays the generated narrative. The first section describes the player's arrival in Northblaze, the Steel City, where Lord Erin is in power. The second section discusses the forbidding peaks of the Iron Hills and the numerous standing stones. The third section, triggered by looking closer at a stone, asks about the fallen heroes of Valhalla.

You head for Northblaze, the Steel City where Lord Erin is in power.
You look up at the forbidding peaks of the Iron Hills and wipe the sweat off your forehead. The straight, well-worn path you were on has turned into a steep incline, with Northblaze sitting at the top under the sullen gray sky. Both sides of the path are lined with numerous standing stones.
The Steel City, as they call it, resides so high up in the insurmountable Iron Hills that even the legendary invaders of the East would lose their desire for battle before they ever reach it. The only other way to get to Northblaze is the countless tunnels hollowed out under the city that go all the way down to the mountain's foothills. "Otherwise trading caravans would have to use the uneven mountain path" you think to yourself, as you follow Ragnar, Abbas and Naan in climbing the steep path.

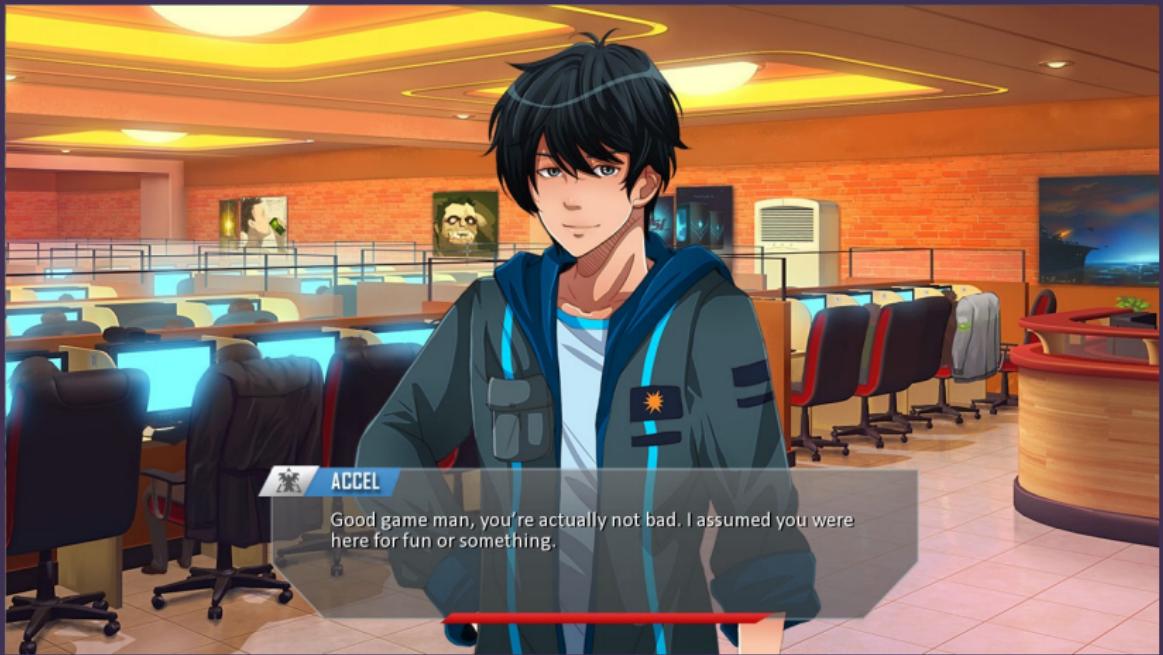
You take a closer look at one of the standing stones.
You seem to be able to understand some of the symbols carved in the stone, but with your limited knowledge of valhalla you can only make out that they tell a story about past events and heroes fallen in battle.

Ask Ragnar about the standing stones.
Pass by the stone.

Unity with Fungus



Renpy



Flat Games



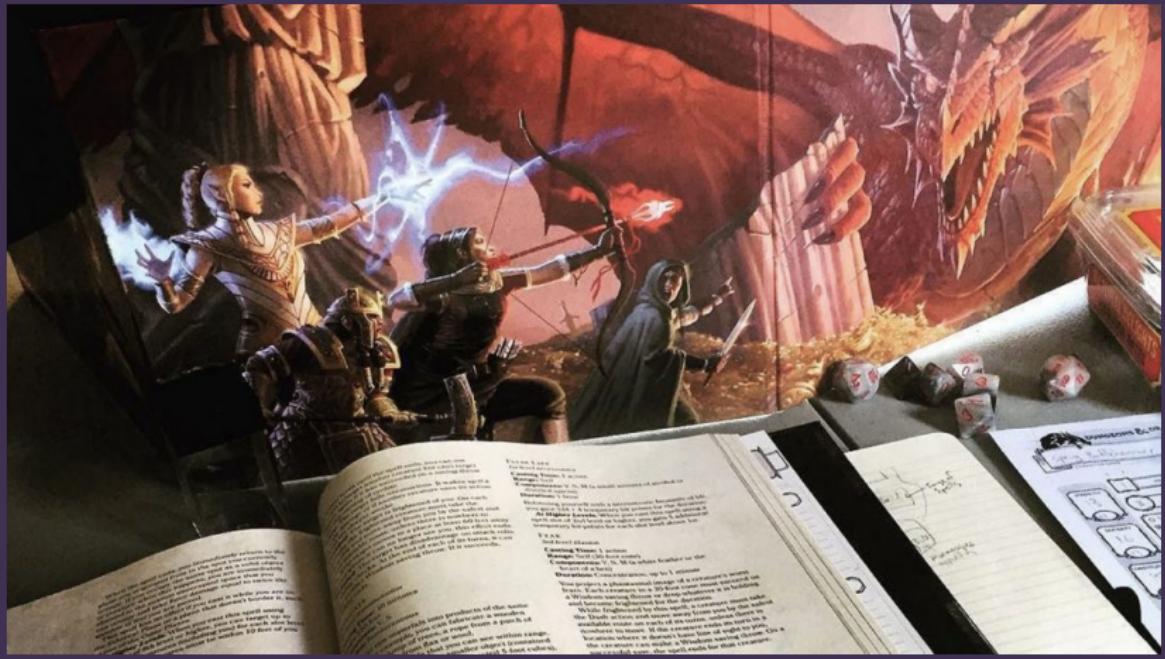
Physical Games



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!