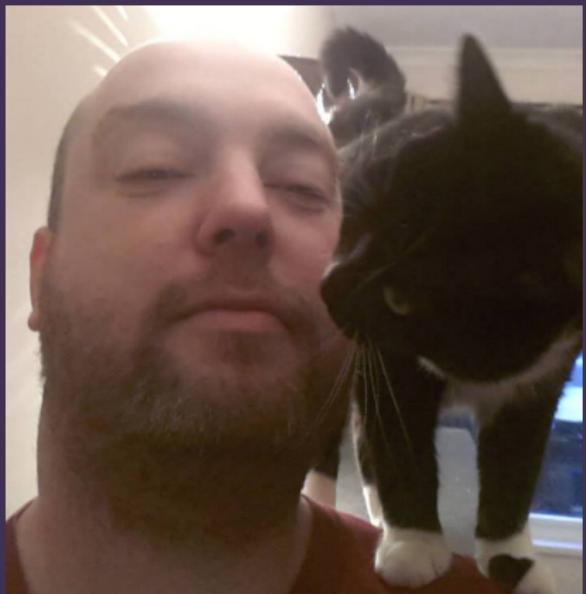




GMAM702: Prototyping for Games
1: Module Introduction



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- ▶ Please contact me with any issues at all!

Today's agenda

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

Module introduction



Assignments

- ▶ **Assignment 1: Portfolio of Game Prototypes - 70%**
 - ▶ The aim of the assignment is to develop your 'voice' as a designer
 - ▶ Create **5** prototypes during the course of the module
 - ▶ Select **3** prototypes for the final submission

Assignments

- ▶ **Assignment 2: Development Journal - 30%**
 - ▶ Enables you to reflect on the development of the prototype, this should be reflective in nature
 - ▶ Write **3** Blog posts per prototype
 - ▶ Write a **final** which summarises what you have learned as a designer

Assignments

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

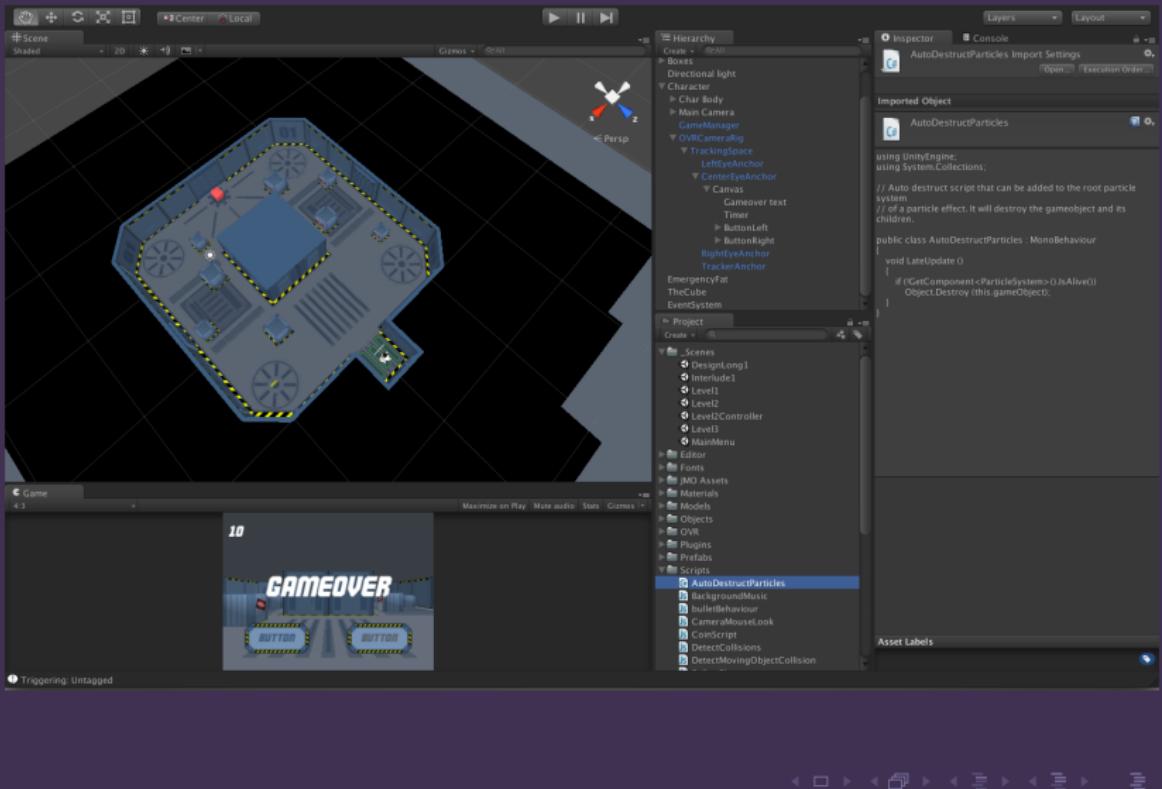
Resources



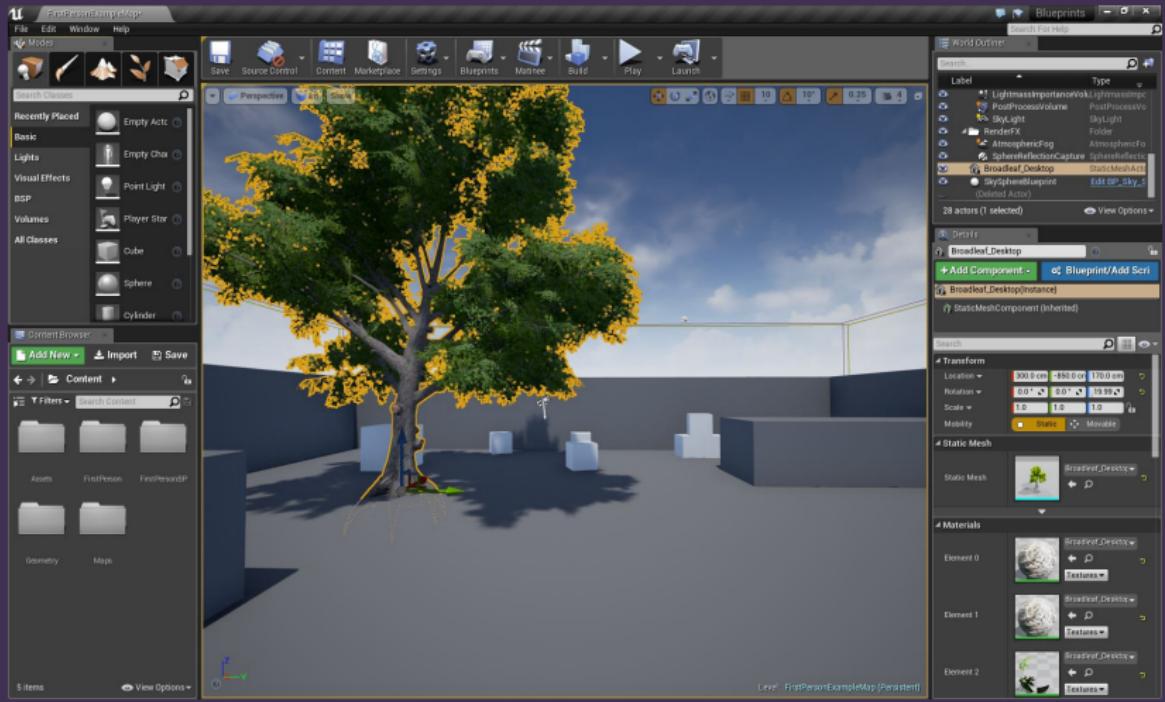
Game Engines



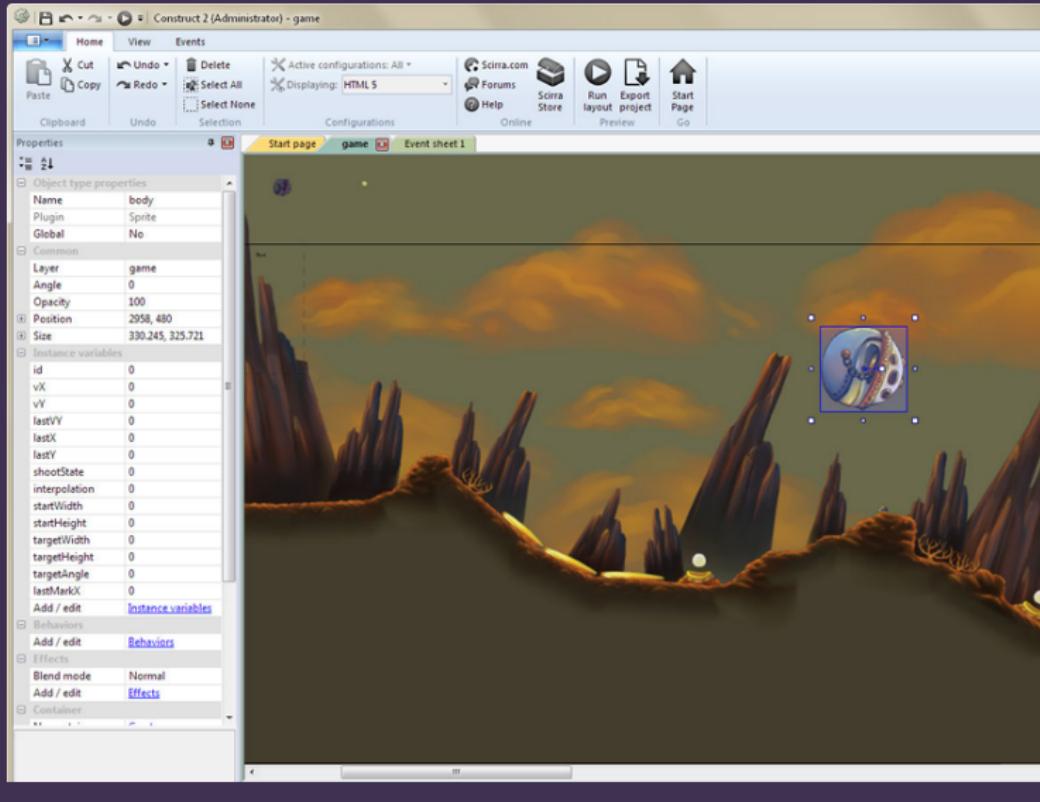
Unity



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 mathematical operations for setting velocity and frame offset. In the center, the Scene Editor shows a grid-based map with various colored squares (red, green, blue, yellow) and a small red character icon. On the right, the Preview Window shows a black screen with a grid of colored squares, indicating the current state of the game world.

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

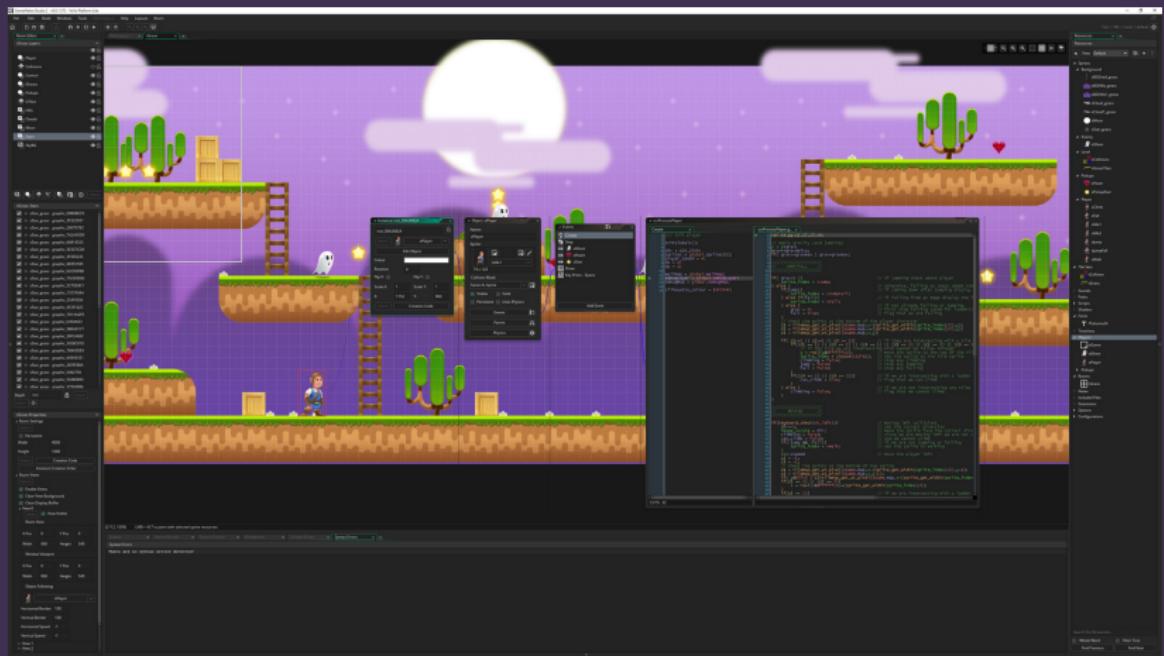
Round 0 down to nearest 0

Adobe Flash Player 10

File View Control Help

Palette Attributes Favorites

Gamemaker 2

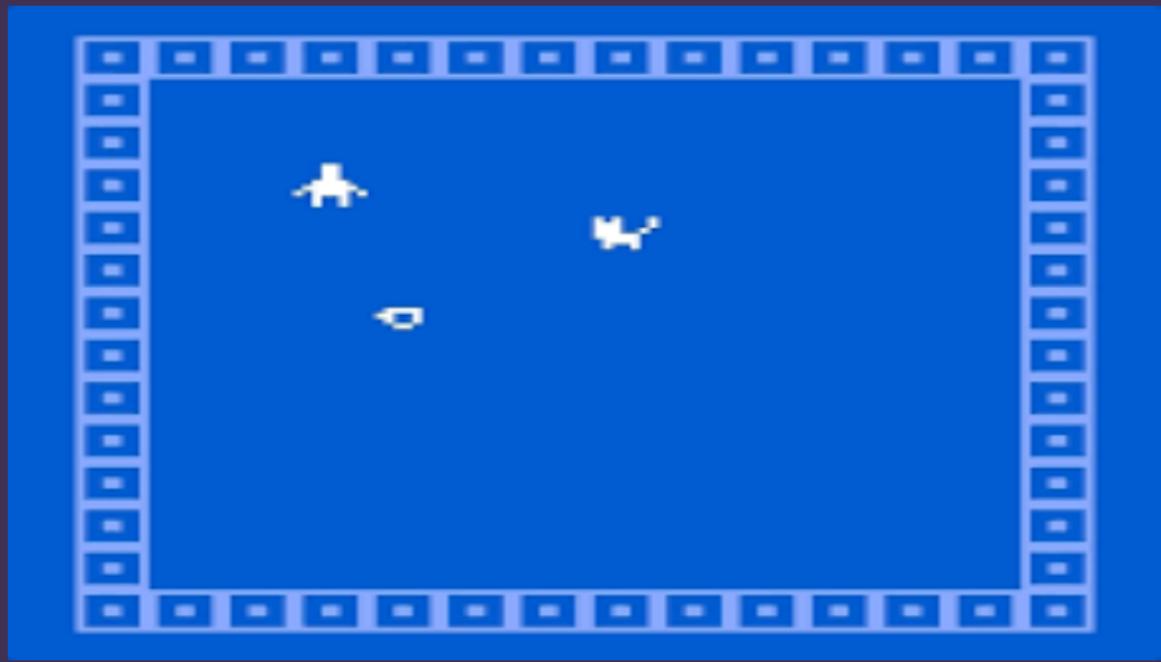


Other Digital Options

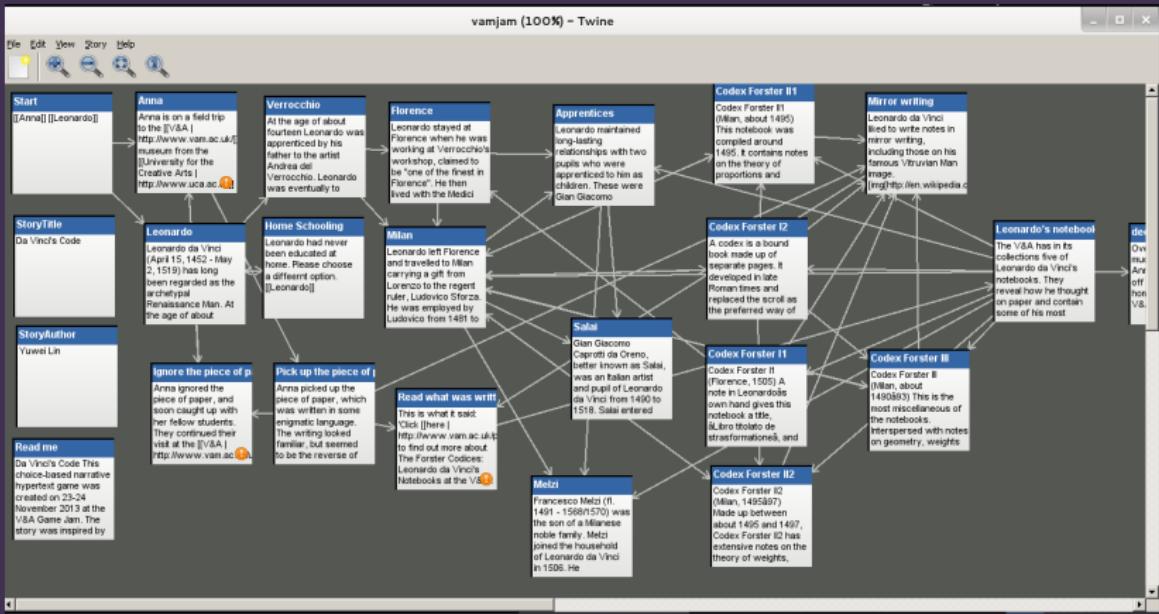


- ▶ Bitsy
- ▶ Twine
- ▶ Inkle
- ▶ Unity with Fungus
- ▶ Renpy
- ▶ Flat Games

Bitsy



Twine



Inkle

The screenshot shows the Inkle Studio interface. On the left, a sidebar lists 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. Below this is a "Add new include" button.

The main workspace displays the contents of the selected file, northblaze.ink:

```
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
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```

The code includes logic for player state and locations, with sections for "main_locations" and "intro_locations". It also contains comments and symbols like {_IsDebug}.

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

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.

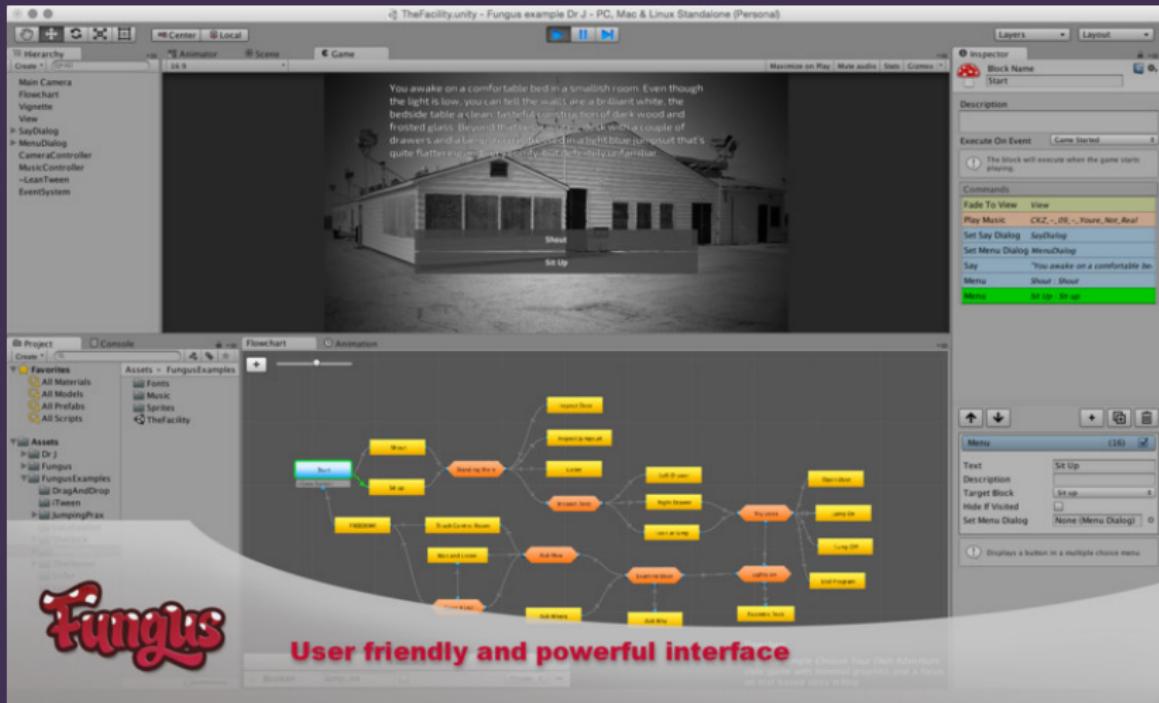
You take a closer look at one of the standing stones.

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.

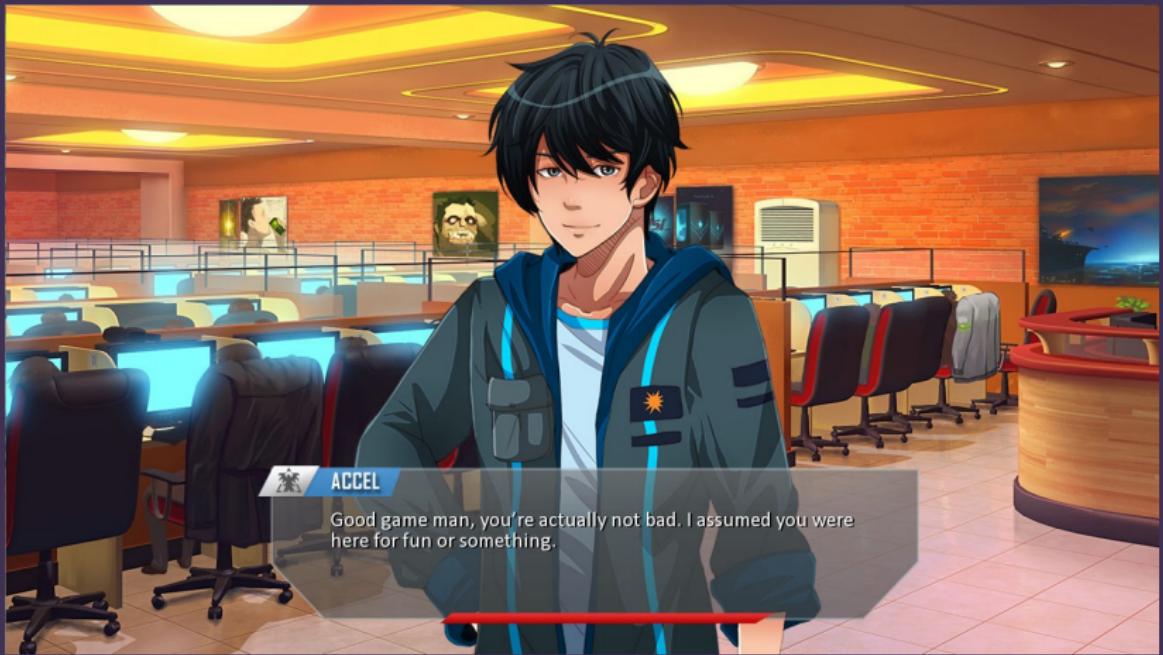
Ask Ragnar about the standing stones.

Pass by the stone.

Unity with Fungus



Renpy



Flat Games



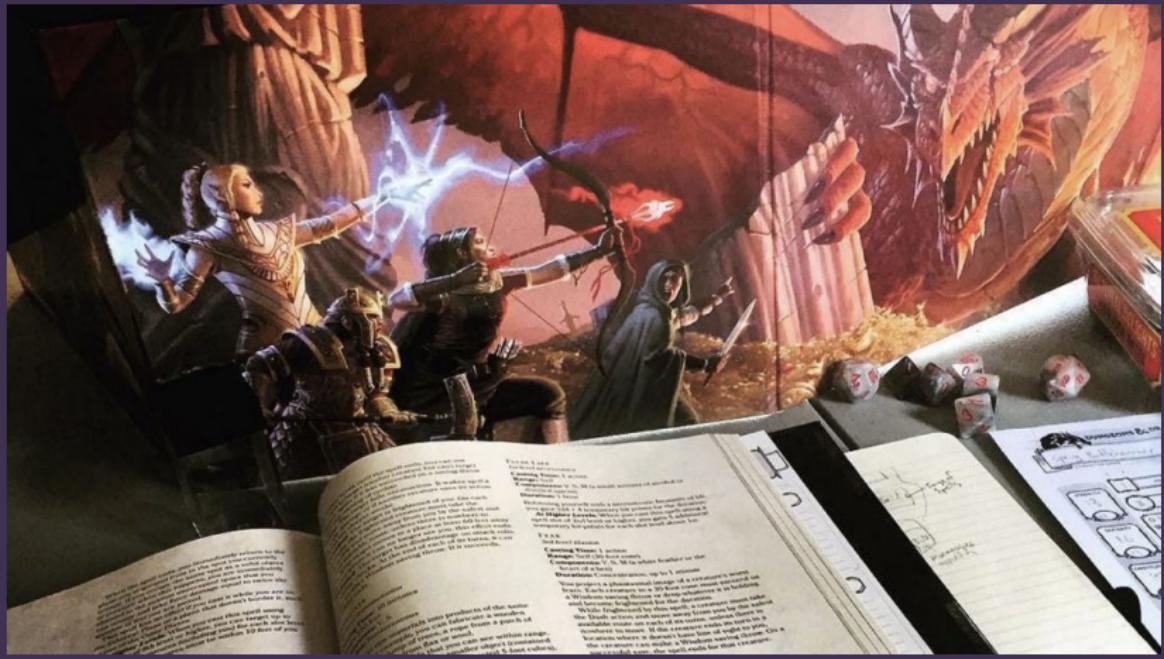
Physical Games



Board & Cardgames



Board & Cardgames



Playground Games



Traditional or Folk Games



First Prototype - Theme Announcement

Due Friday 5pm on Week
3!

Next Steps

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