





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

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

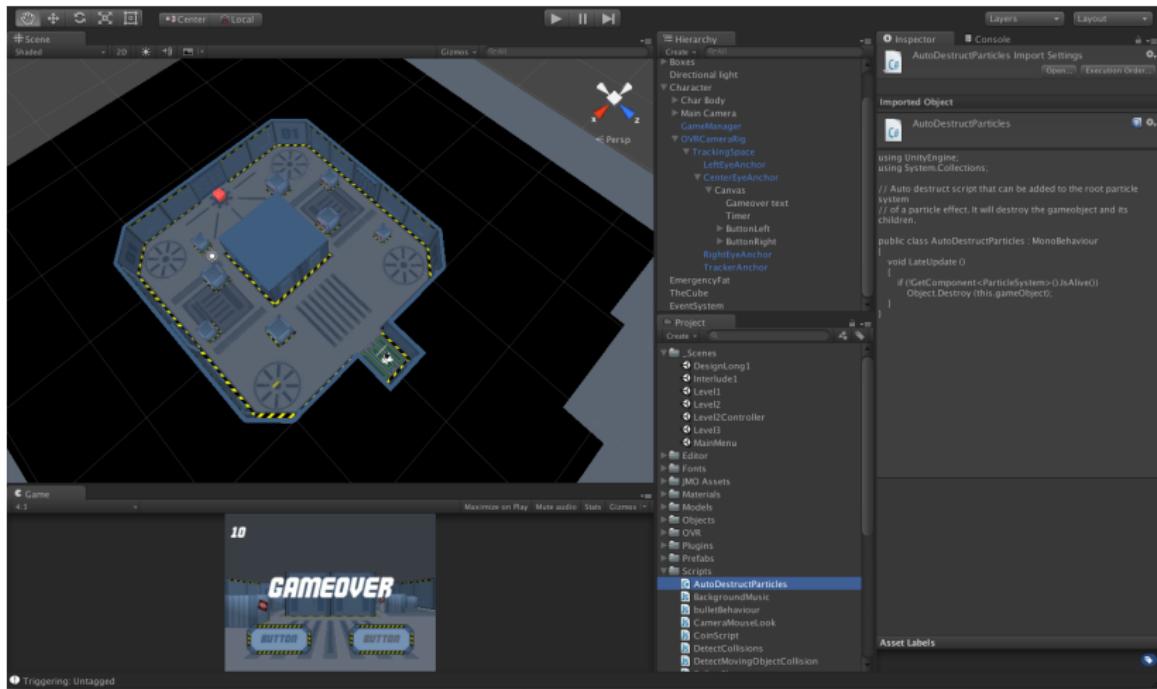
Assignments

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

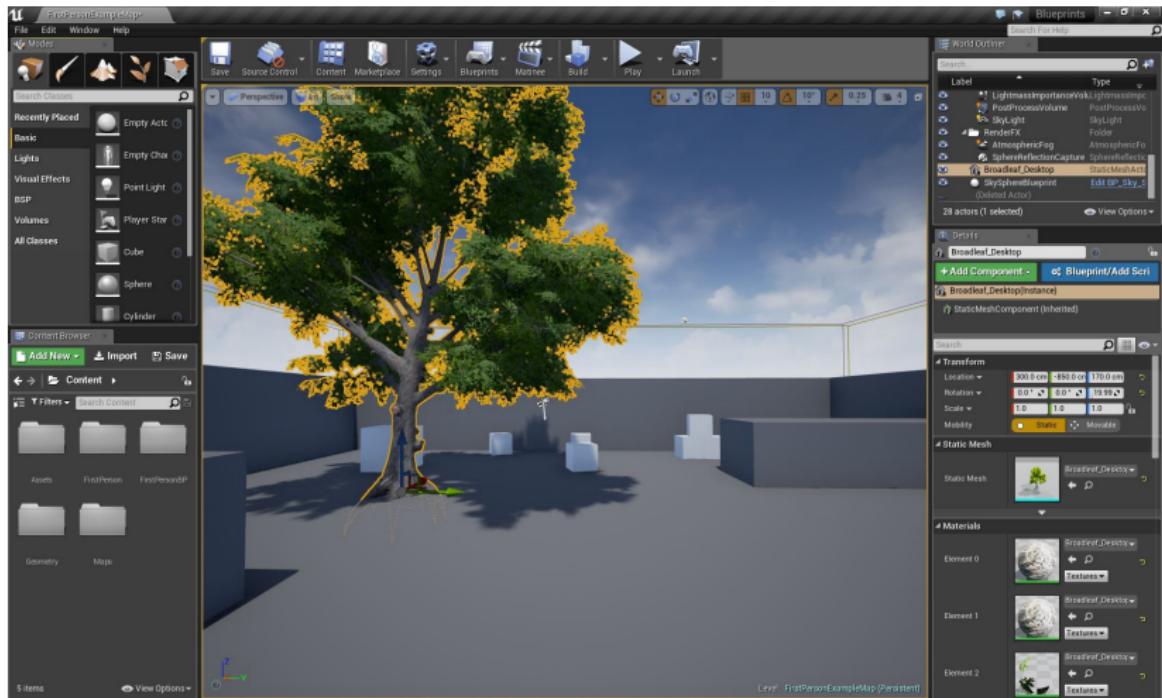
Resources

Game Engines

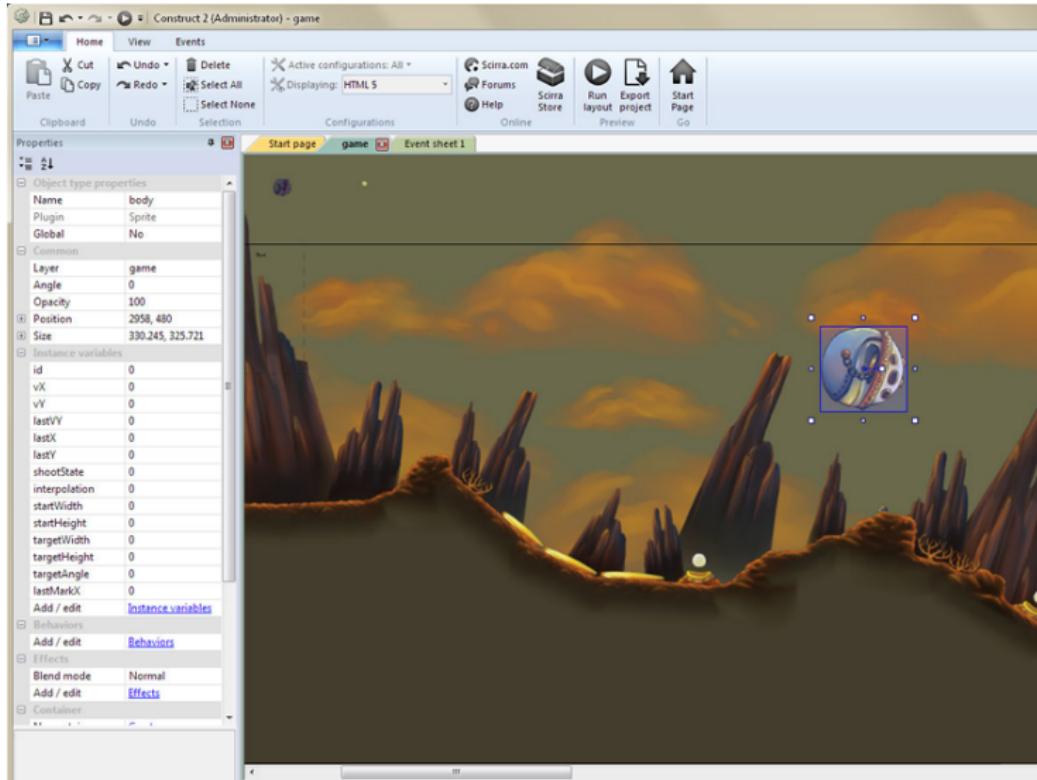
Unity



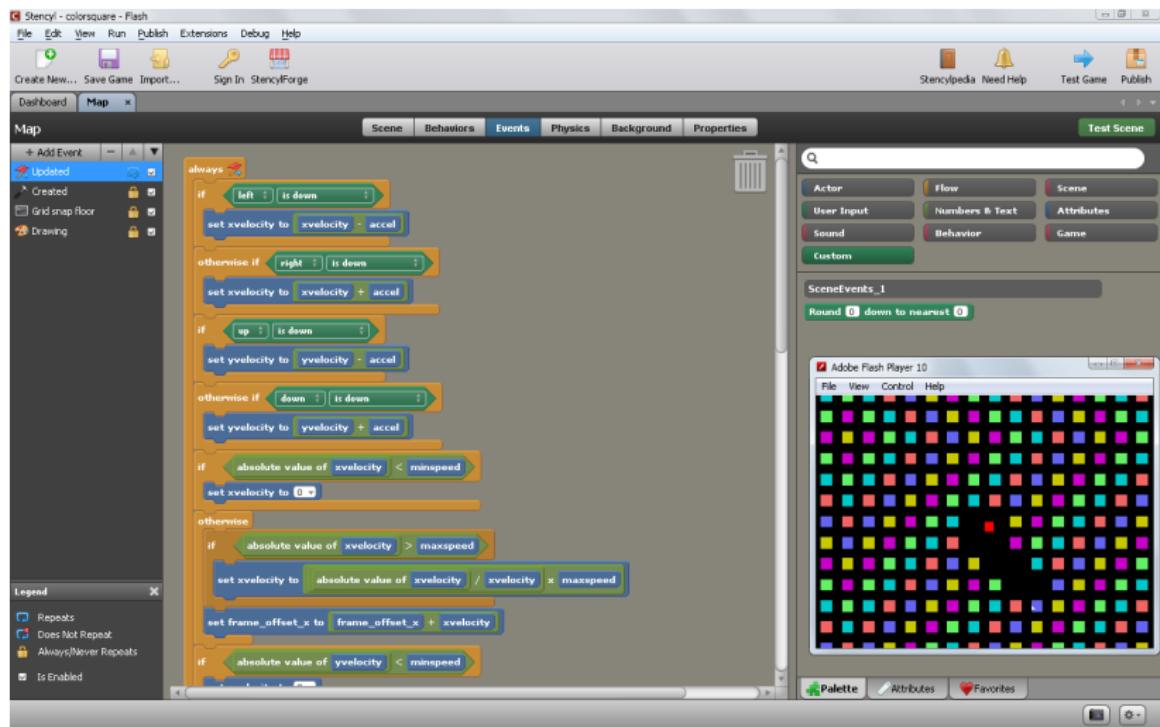
UE4



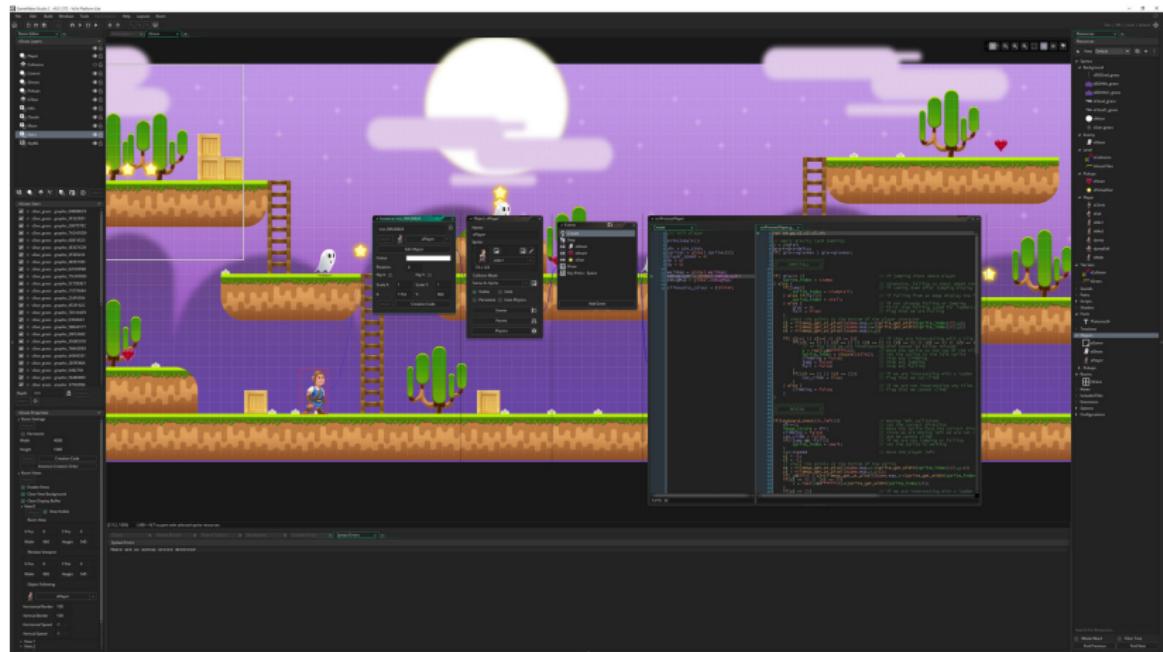
Construct 2



Stencyl



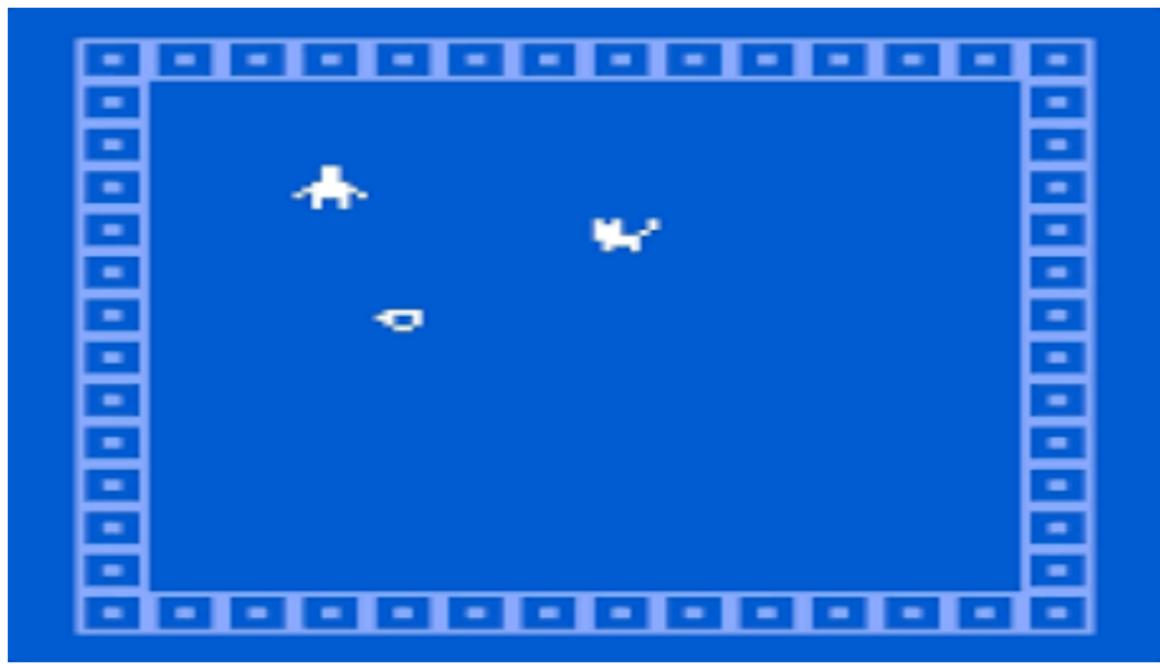
Gamemaker 2



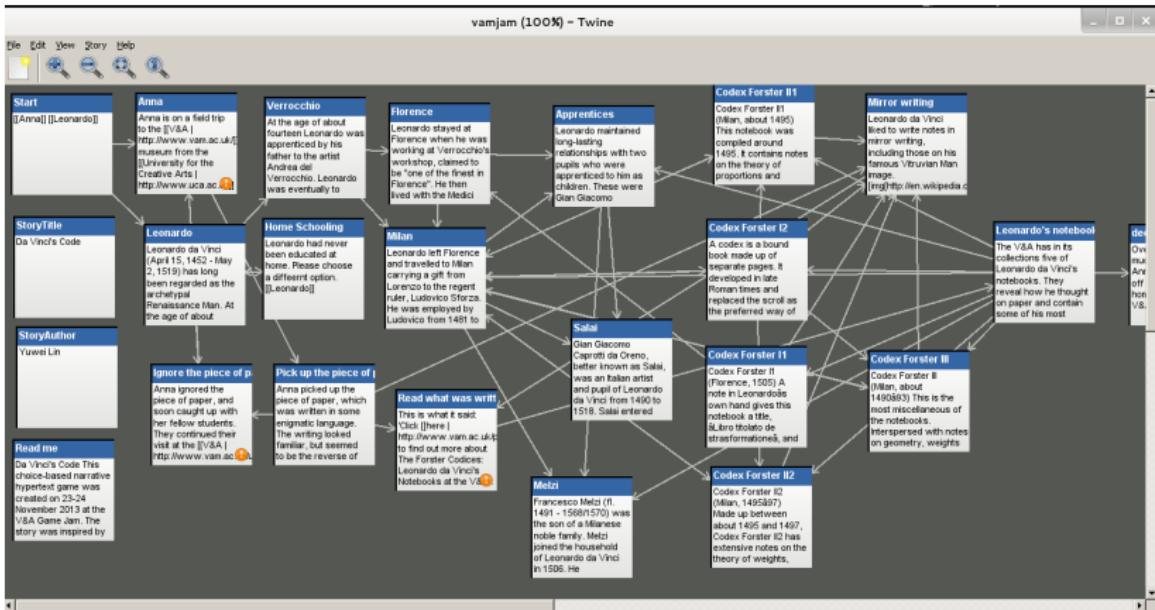
Other Digital Options

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

Bitsy



Twine



Inkle

The screenshot shows the Inkle Studio application window. The title bar reads "northblaze.ink". The menu bar includes File, Edit, View, Story, [Inky Debug], Window, and Help. The left sidebar lists various story 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 nnaan.ink. A button at the bottom left says "+ Add new include". The main workspace displays the following InkleScript code:

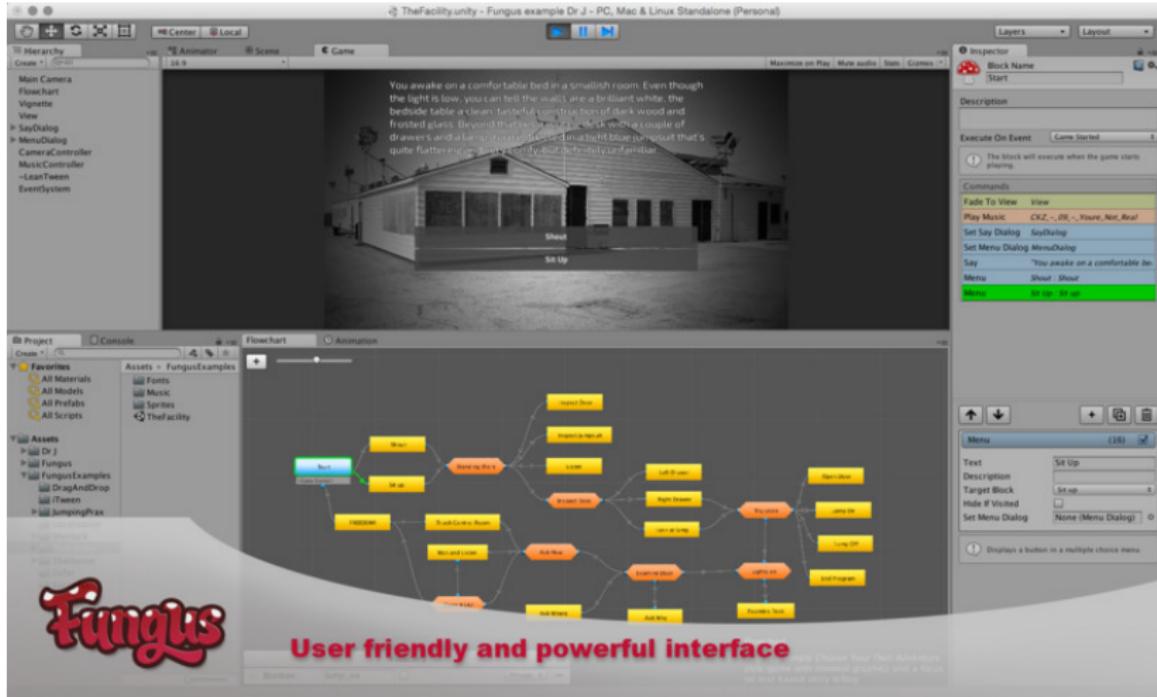
```
1 VAR playerIsInPalace = false
2
3 LIST northblazePlayerState = talkedToWallGuard, talkedOnTheMainStreet,
4 leavingForTheFirstTime
5
6 *** northblaze ***
7
8 {northblazePlayerState has talkedToWallGuard:
9     ->main_locations
10    -else:
11        ->intro_locations
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```

The code defines a variable `playerIsInPalace` and a list `northblazePlayerState` containing three items: `talkedToWallGuard`, `talkedOnTheMainStreet`, and `leavingForTheFirstTime`. It then begins a block labeled `*** northblaze ***`. Inside this block, if `talkedToWallGuard` is true, it leads to the `main_locations` section. Otherwise, it leads to the `intro_locations` section. Both sections contain comments and placeholder code for navigating between locations.

The right side of the interface shows two panels. The top panel contains the text: "You head for Northblaze, the Steel City where Lord Erin is in power." Below this, a larger text block describes the city's location and history: "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 bottom panel contains two smaller text blocks: "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." and "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."

At the bottom right, there are two buttons: "Ask Ragnar about the standing stones." and "Pass by the stone."

Unity with Fungus



Renpy



Flat Games

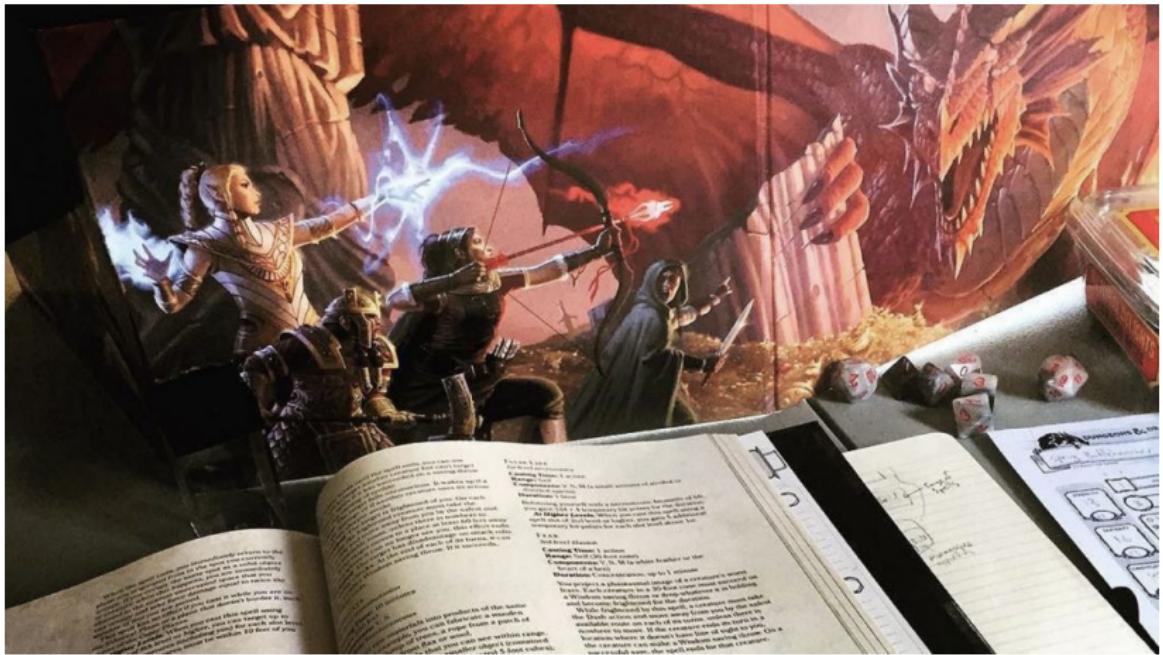


Physical Games

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!