





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

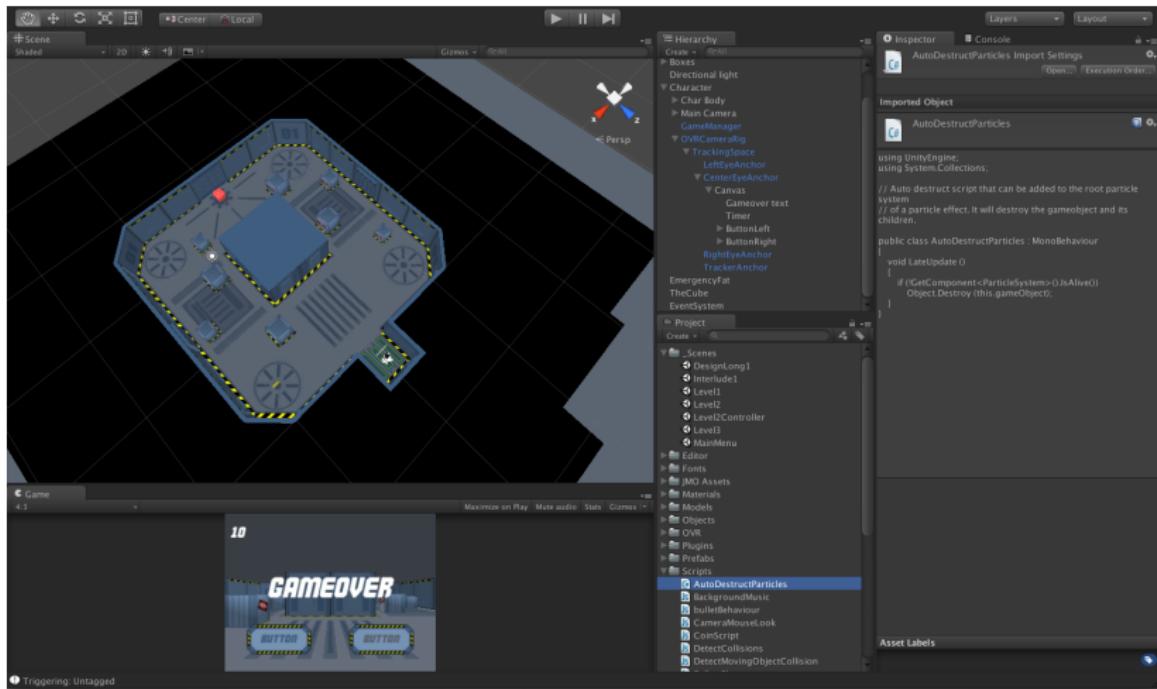
Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Game Jam 3 Released		Game Jam 3 Submission	Game Jam 4 Released		Game Jam 4 Submission

Week 13	Week 14
	Viva

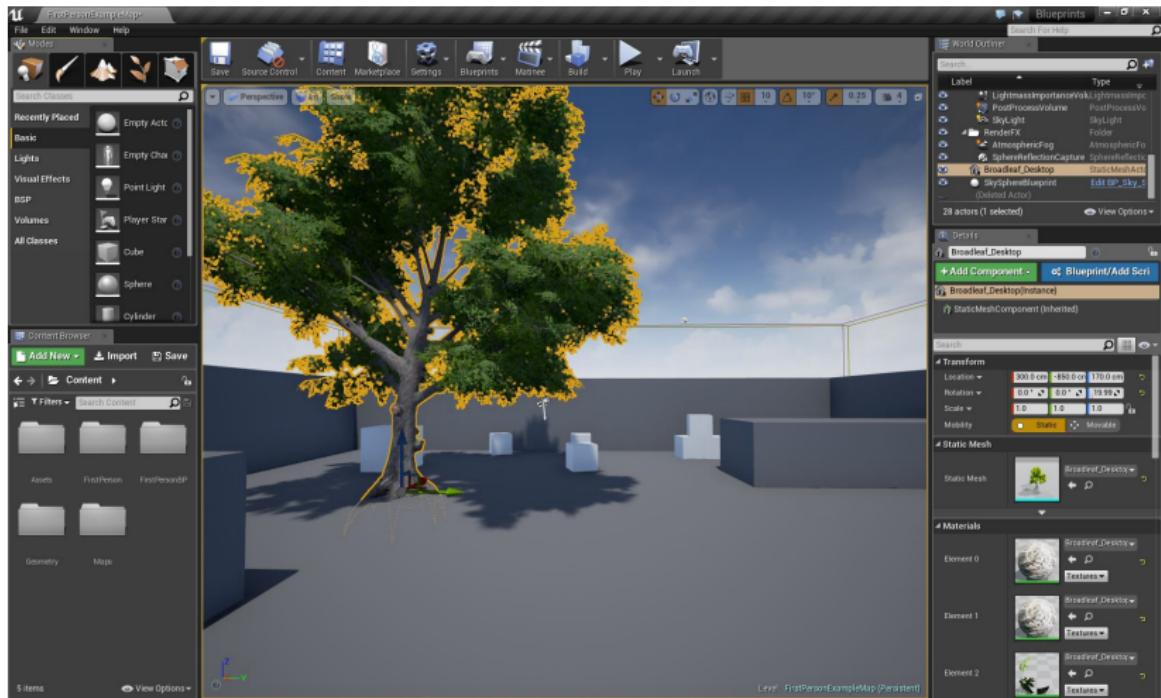
# **Resources**

# **Game Engines**

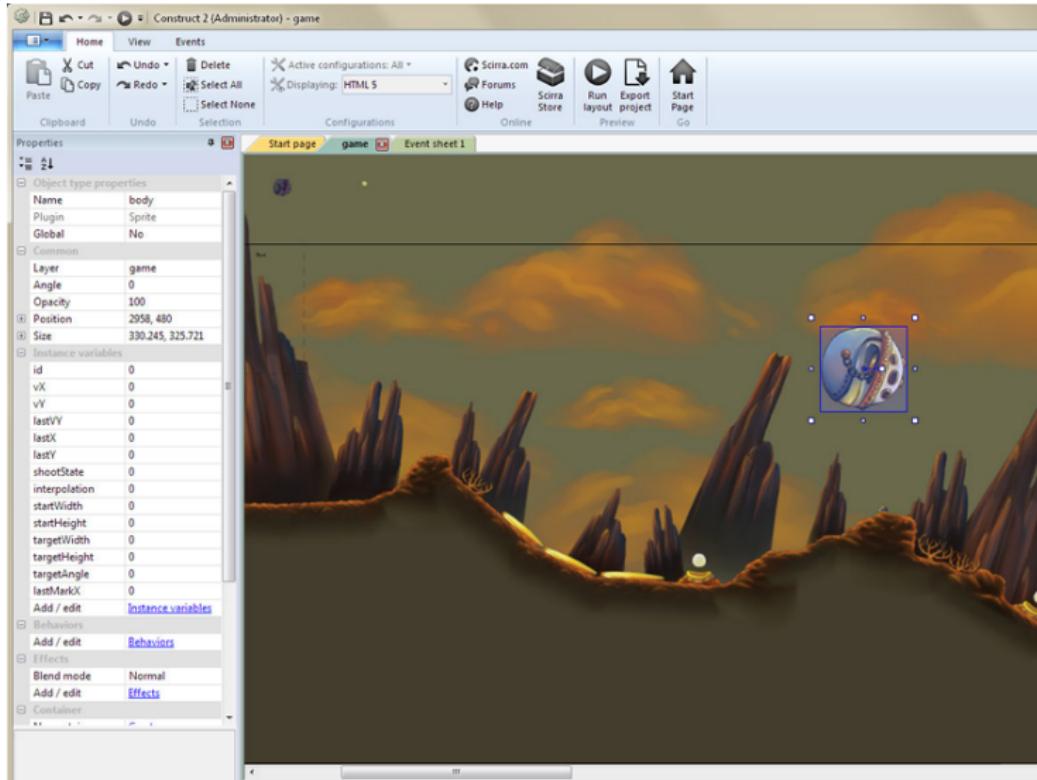
# Unity



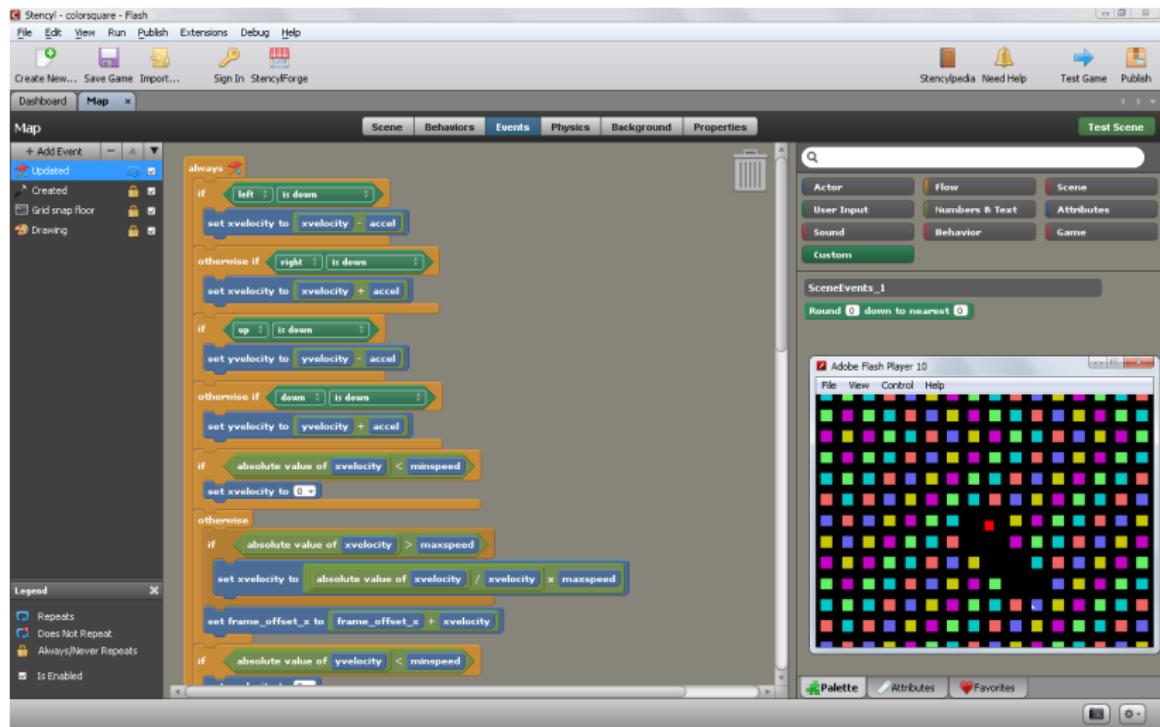
# UE4



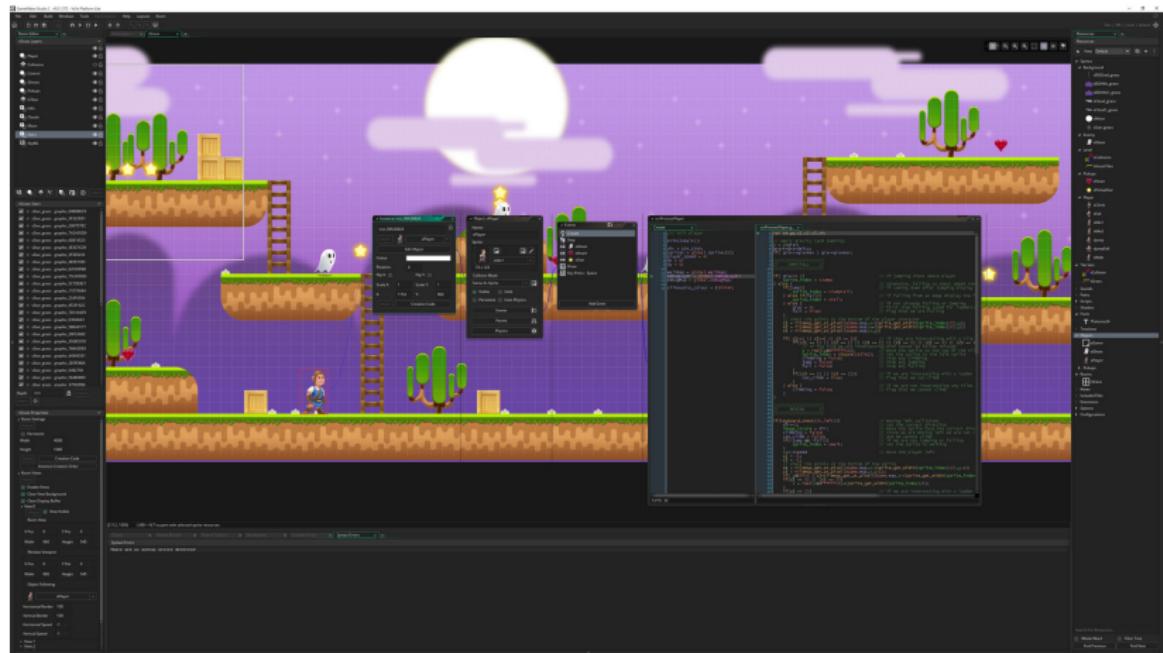
# Construct 2



# Stencyl



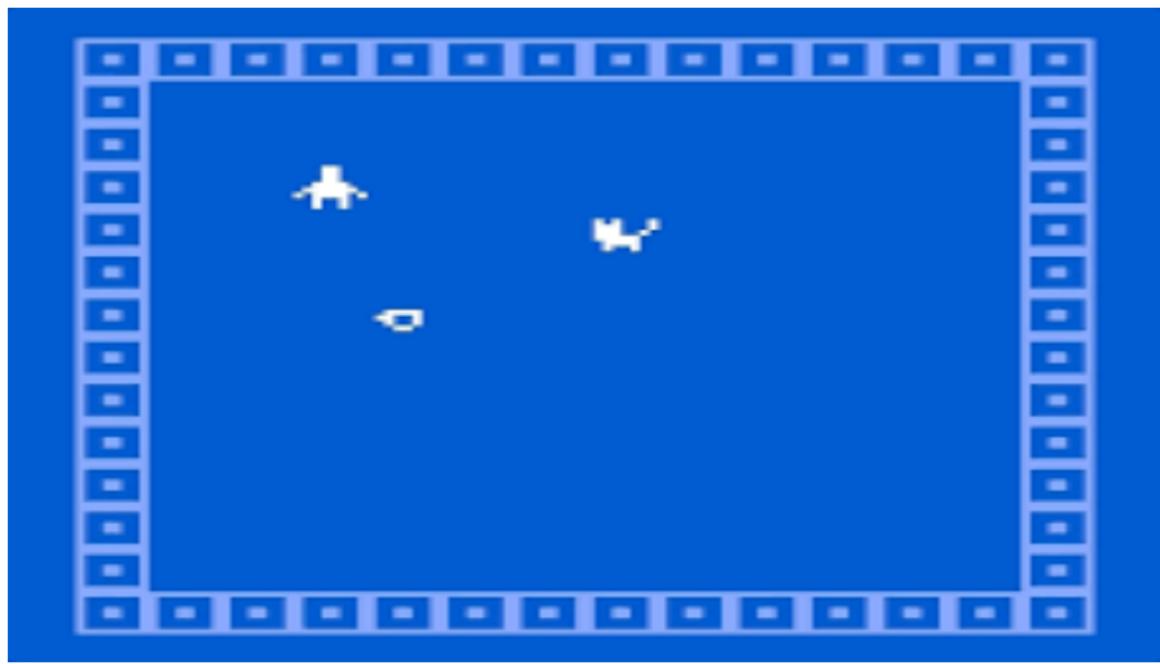
# Gamemaker 2



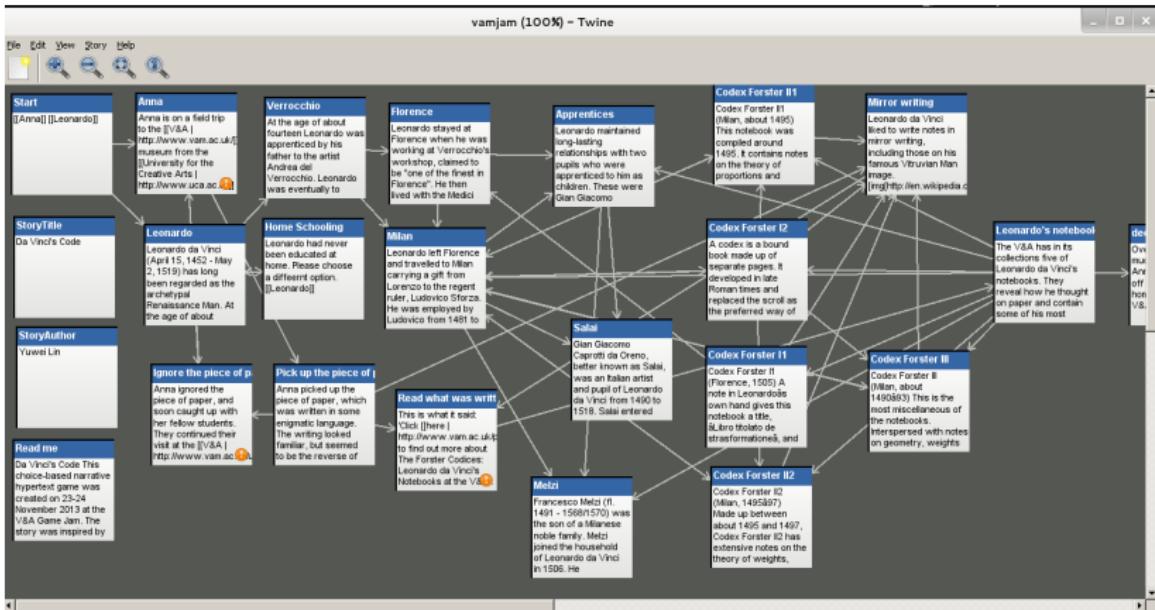
# **Other Digital Options**

- ▶ 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 game 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 ragnar.ink. A button at the bottom says "Add new include". The main area is a code editor with the following content:

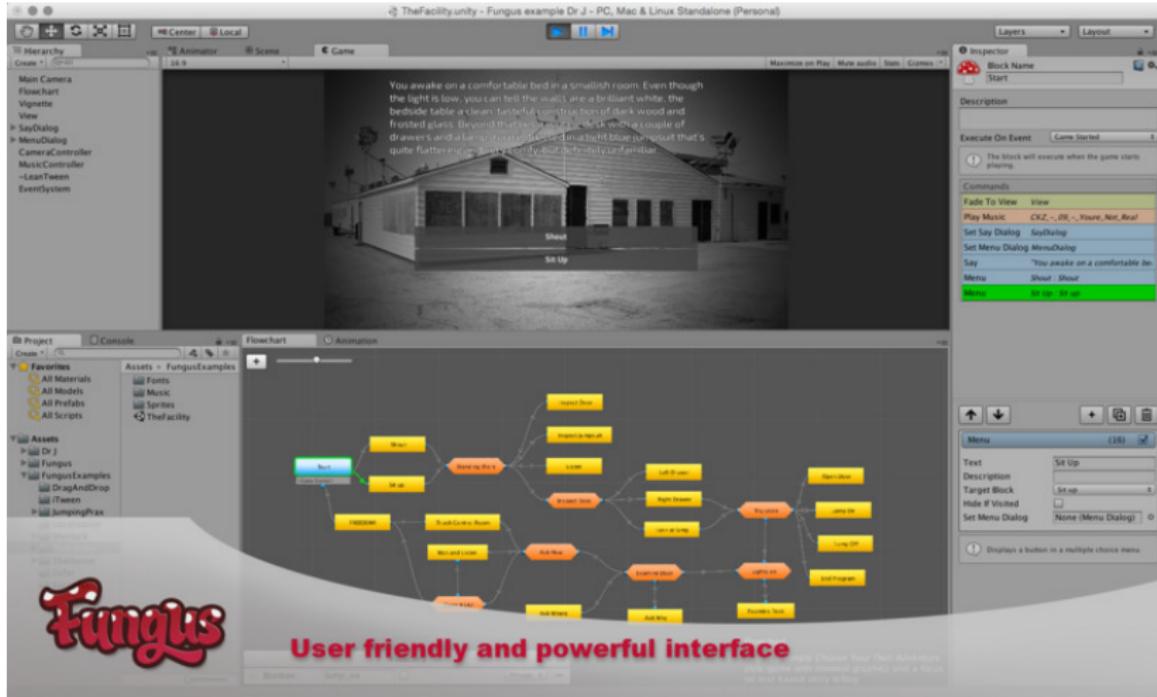
```
1 VAR playerIsInPalace = false
2
3 LIST northblazePlayerState = talkedToWallGuard, talkedOnTheMainStreet,
4 leavingForTheFirstTime
5
6 *** northblaze ***
7
8 {northblazePlayerState has talkedToWallGuard:
9     ->main_locations
10    -else:
11        ->intro_locations
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```

The code defines variables and lists for the Northblaze chapter. It includes logic for player interactions with wall guards and main locations, as well as introductory locations.

The right side of the interface displays the game's narrative. The first section, "You head for Northblaze, the Steel City where Lord Erin is in power.", describes the city's location and history. The second section, "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.", provides a detailed description of the city's setting and its strategic importance. The third section, "You take a closer look at one of the standing stones.", and the fourth section, "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.", both involve the player examining ancient stones.

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

# Unity with Fungus



# Renpy



# Flat Games



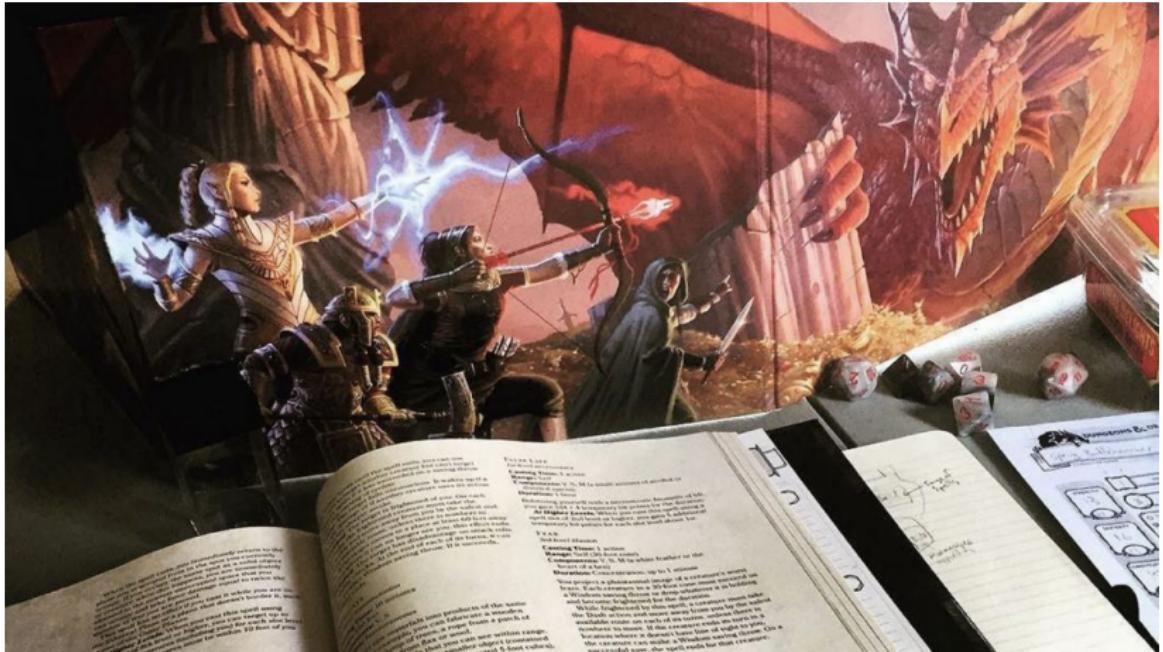
The lady in blue  
walked amongst the  
people

# **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!