Sign in here!

DevLUp FSU GBM #2

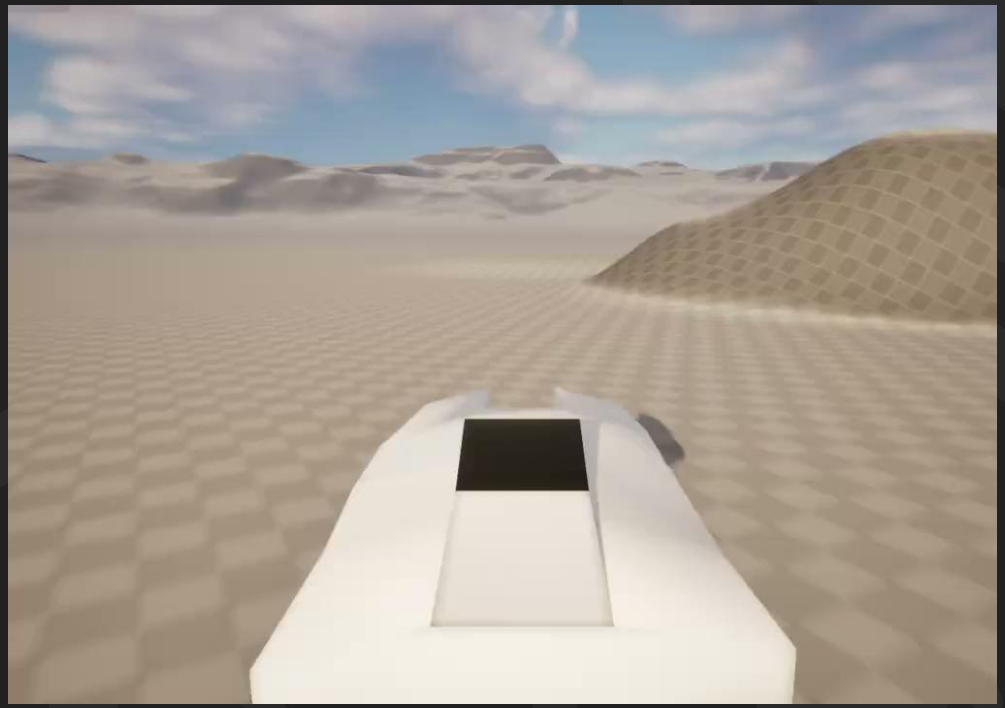
Intro to Game Design

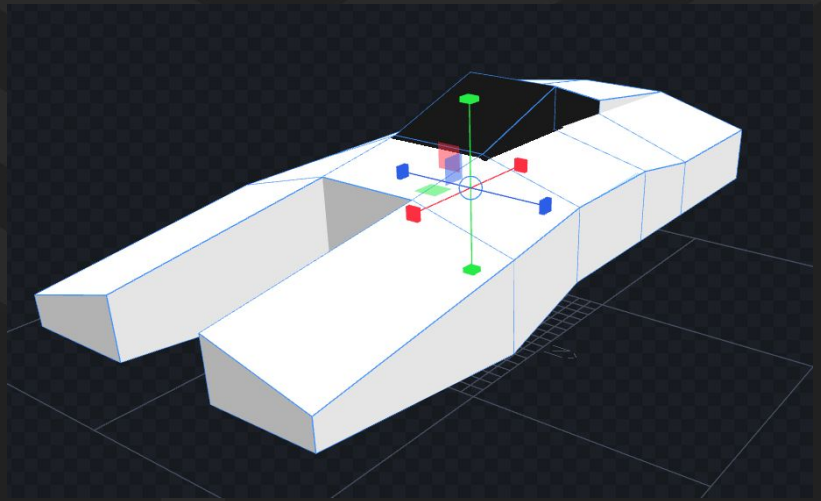
September 12th, 2024

#👀showoff

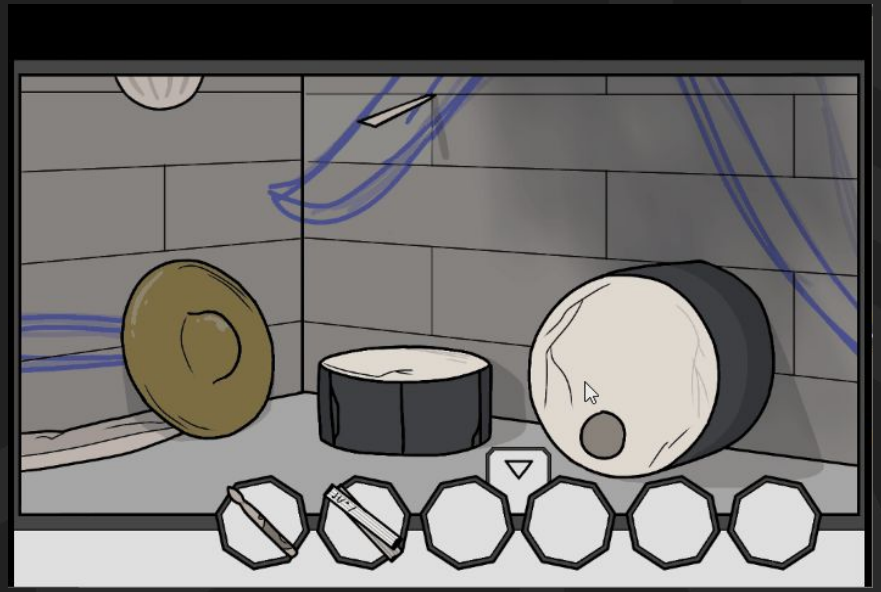
Summer Recap!

By Chris (May 17)





By Whalen (May 21st and May 27th)



By Jake (June 12th)

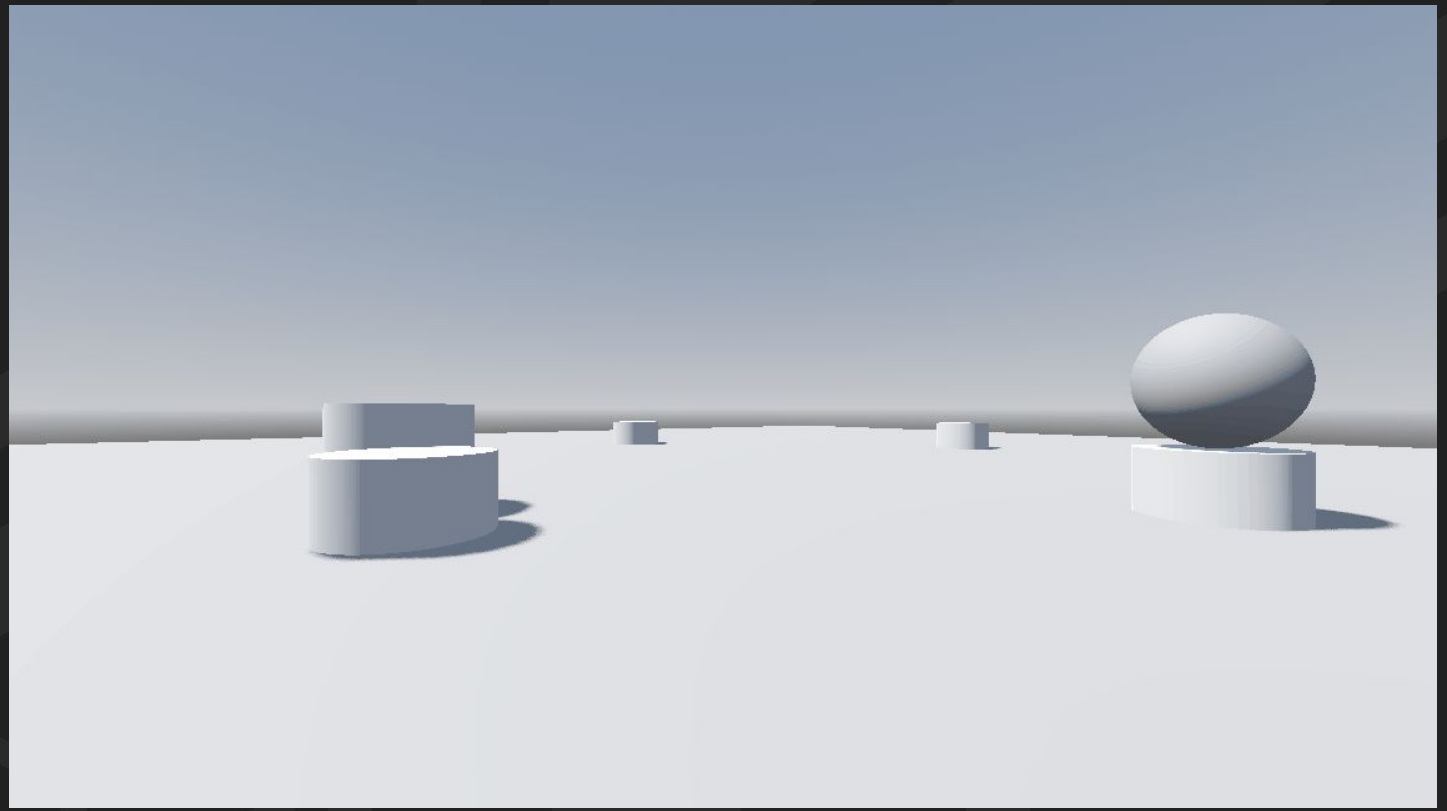
By Jake (July 9th)

By Ares (July 13th)

By Dion (July 13th)

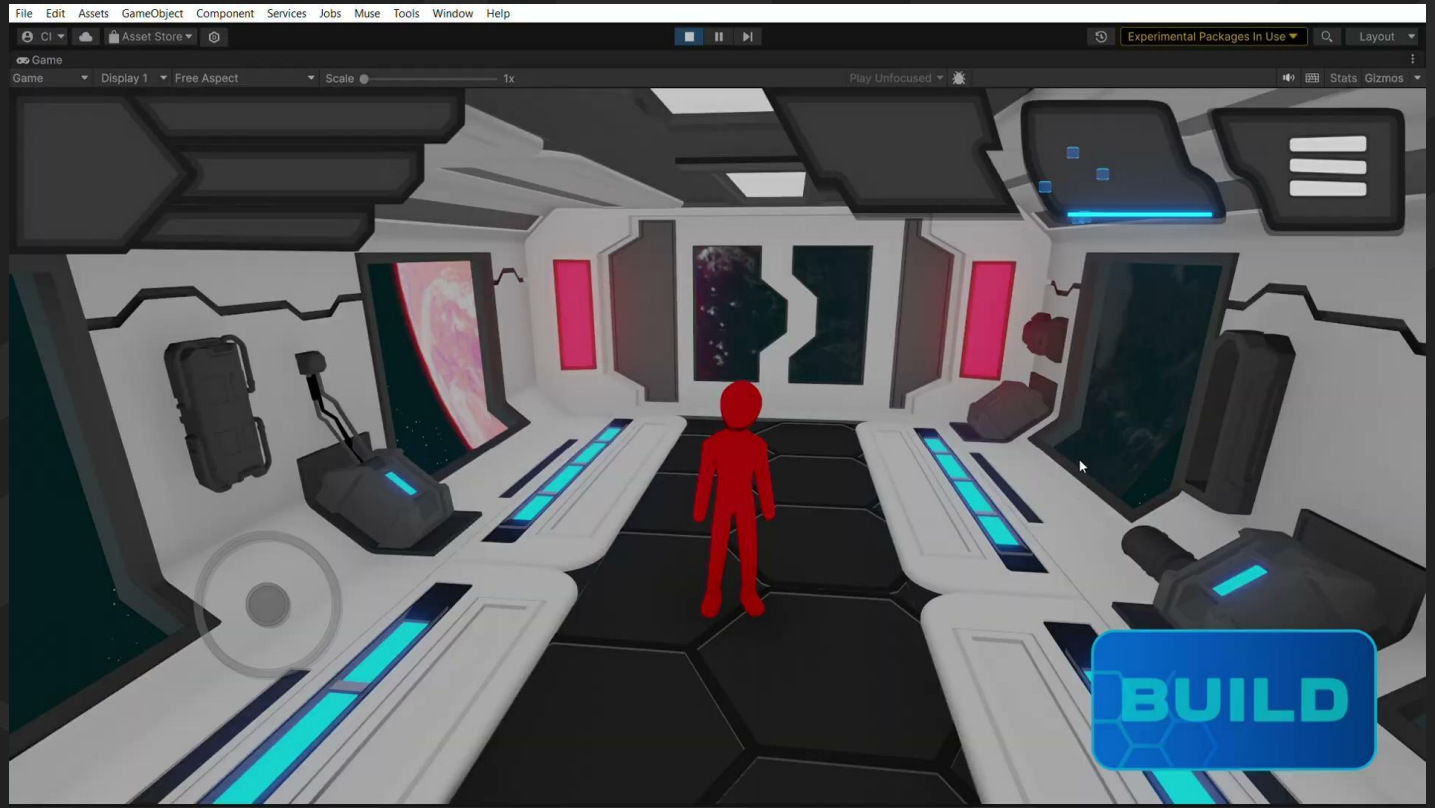
By Ares (July 21st)

By Mike (August 8th)



By Ares (August 16th)

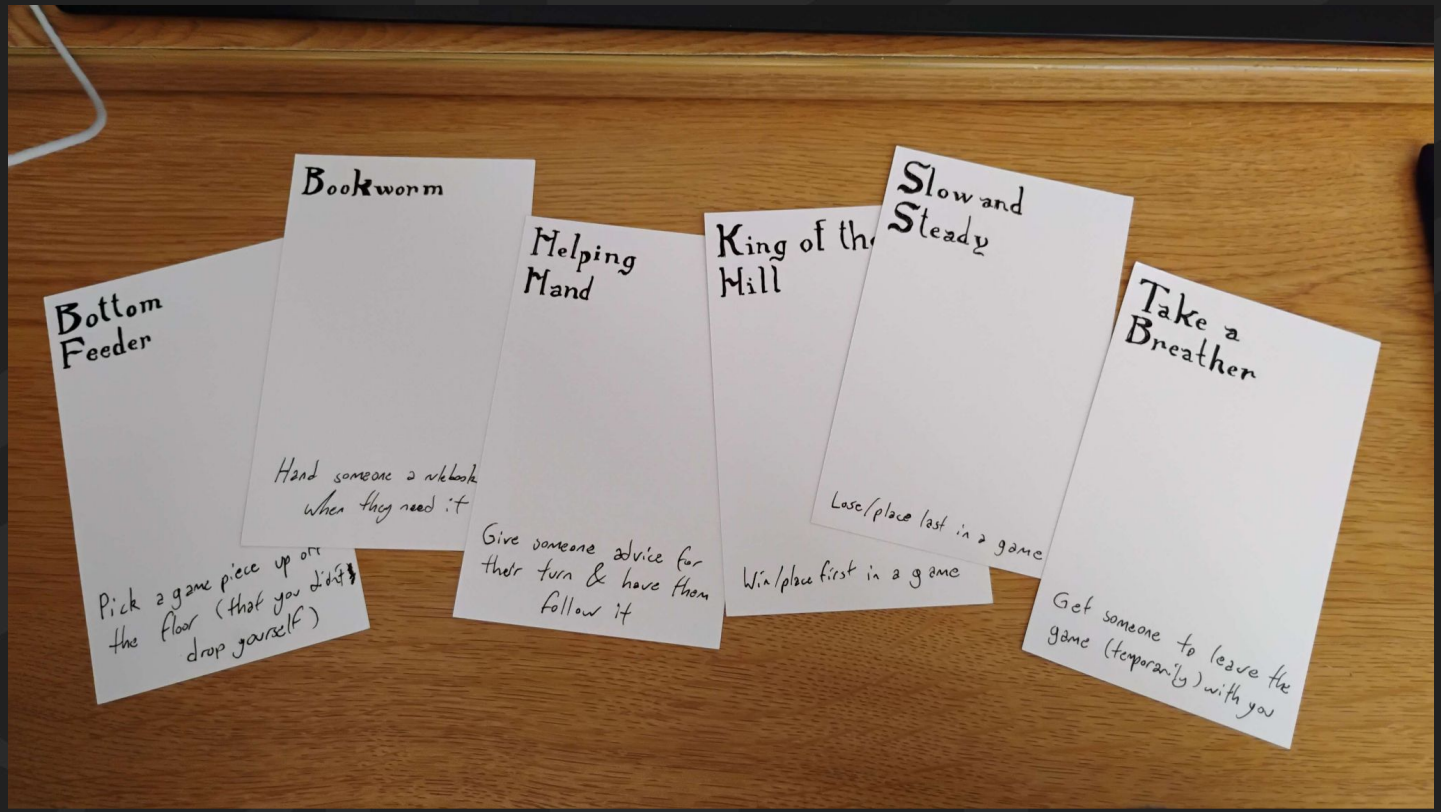
By Ozone Studios (August 18th)



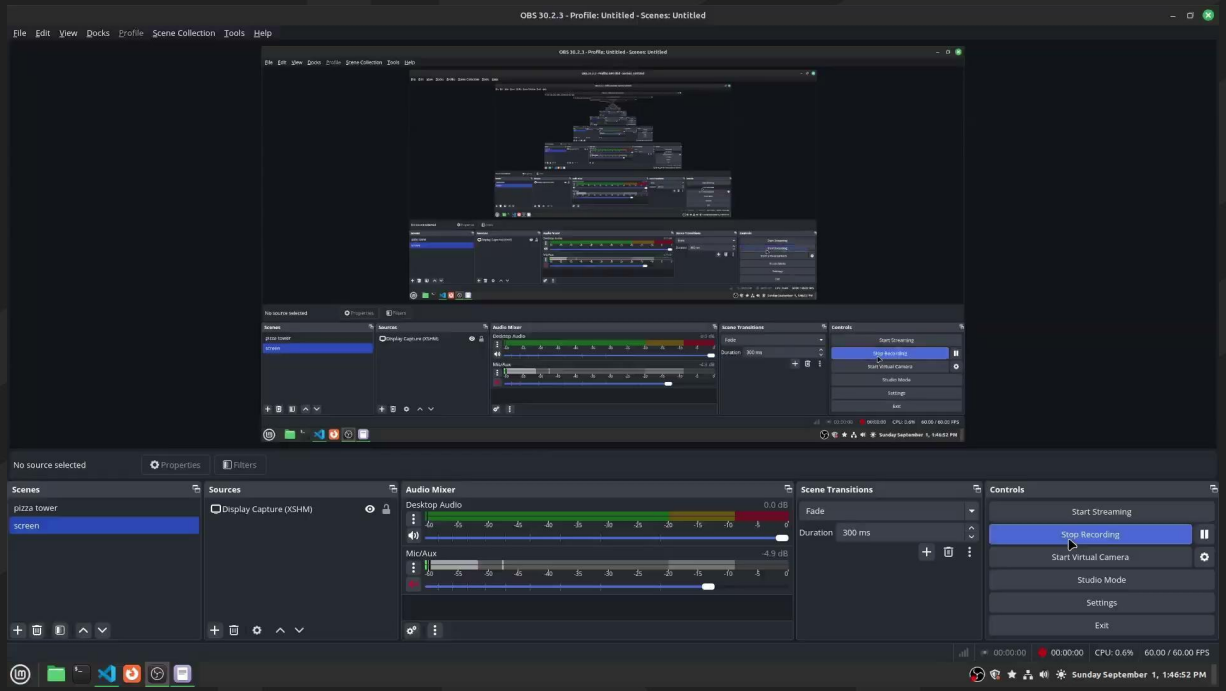
By Jason (mooz) (August 22nd)

By Cel (August 29th)

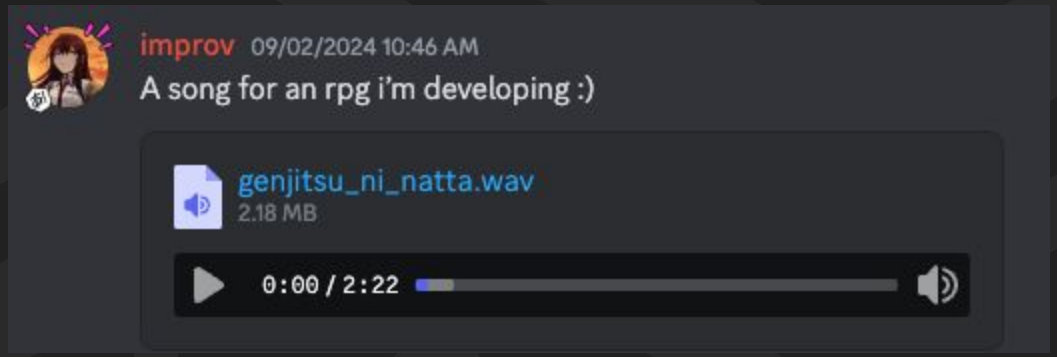
By Whalen (September 1st)



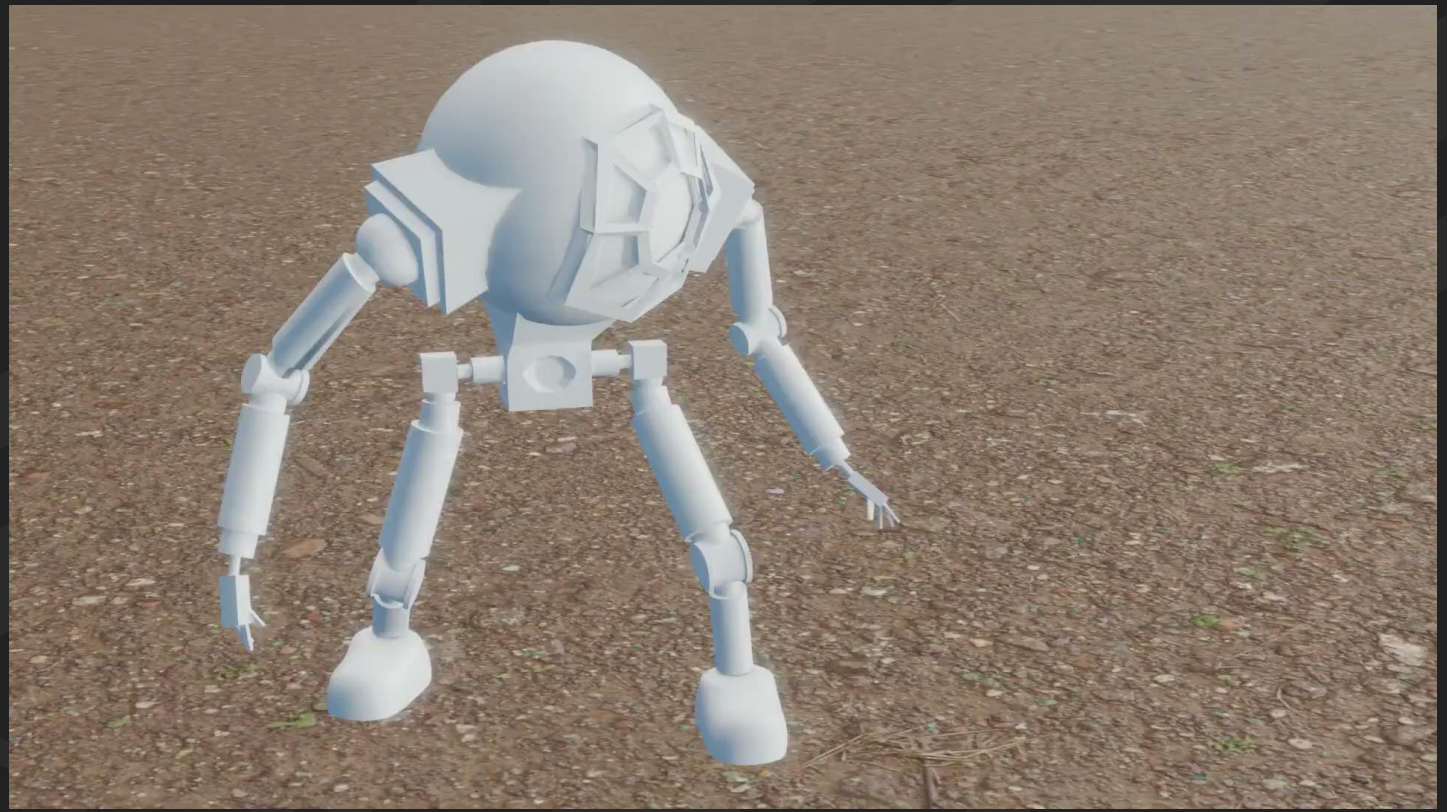
By Limes (September 1st)



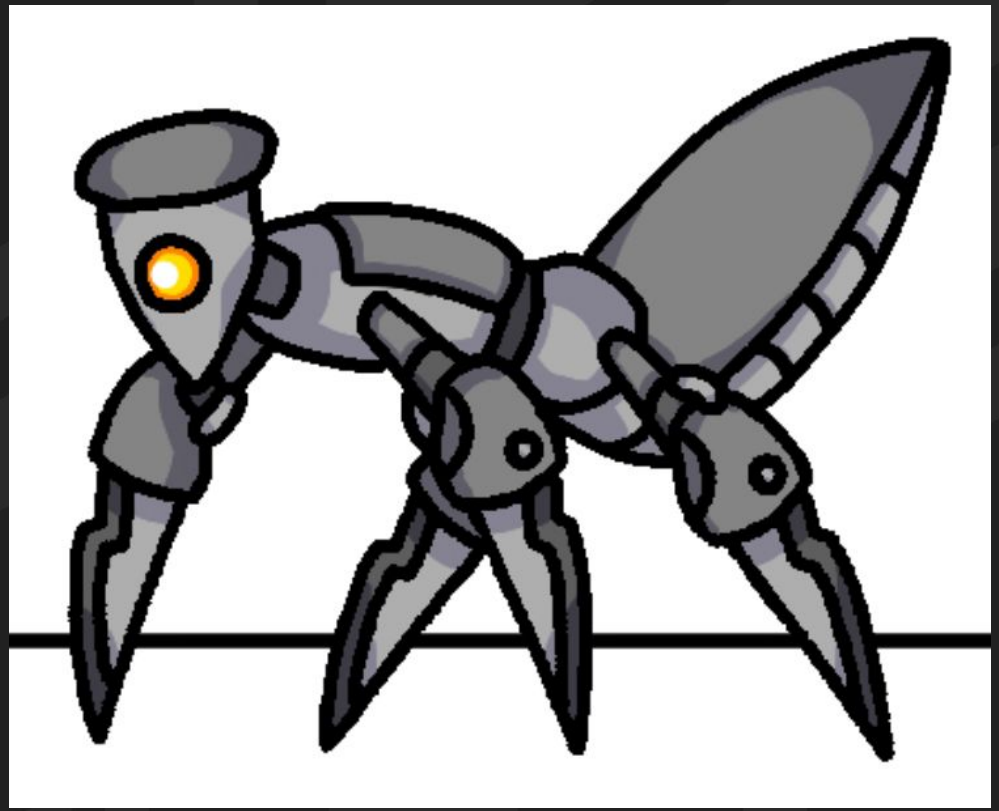
By improv (September 2nd)



By Jake (September 3rd)

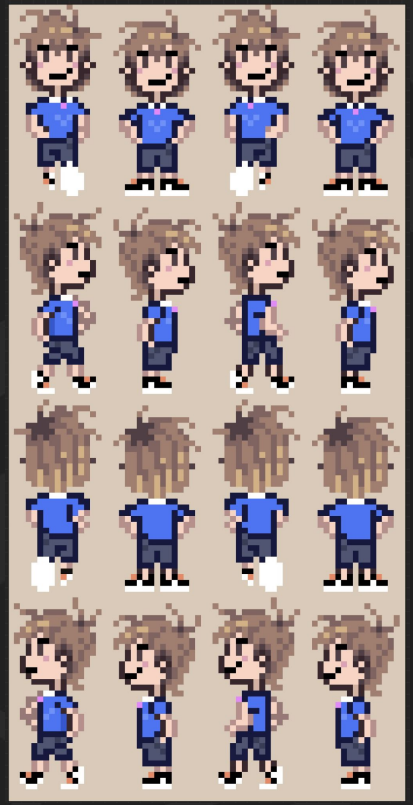


By Cel (September 4th)



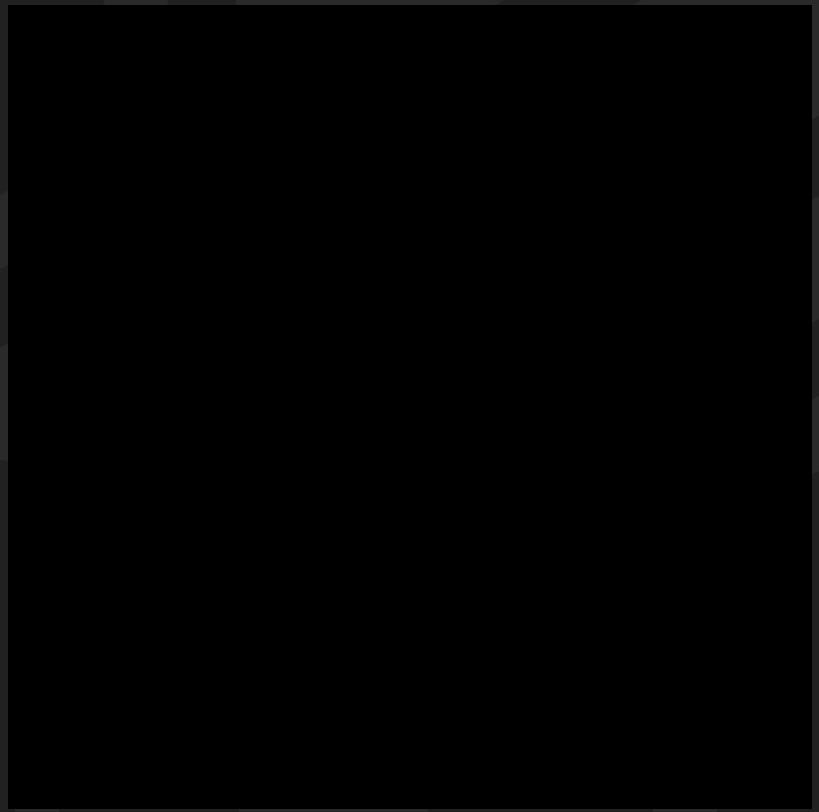
By Ares (September 4th)

By catpig (September 4th)



By Cassidy (September 5th)

By Ares (September 8th)



By Dion (September 12th)

Our Meeting Schedule:

Date	Week #	GBM Title	Secondary Event	Presenter
29 Aug	1	(No Meeting)	Involvement Fair	
5 Sep	2	Intro to Club and New Club Project		Club
12 Sep	3	Intro to Game Design		Chris
19 Sep	4	Intro to 3D Game Dev in Godot		Dion
26 Sep	5	Intro to 3D Modelling in Blender		Jake, Parker, Emma
3 Oct	6	Blender Animations		Ares
10 Oct	7	Blender Materials		Parker, Jake
17 Oct	8	Pixel Art		Ares, Emma
24 Oct	9	Tile Maps		Jake, Ares
31 Oct	10	Spooky Game Night Social	CANDY FOR ALL (No Candy)	Jack Skellington
7 Nov	11	Writing for Games		Emma, Chris
14 Nov	12	UI Design		Emma, Jake
21 Nov	13	3D Math		Dion
28 Nov	14	Thanksgiving Break		
5 Dec	15	Goodbye Chris Social		Chris
12 Dec	16	Finals		

New Club Project

- With the Seminole Innovators

- A Mario Party-like game
- Make your own minigames
- Made in Godot

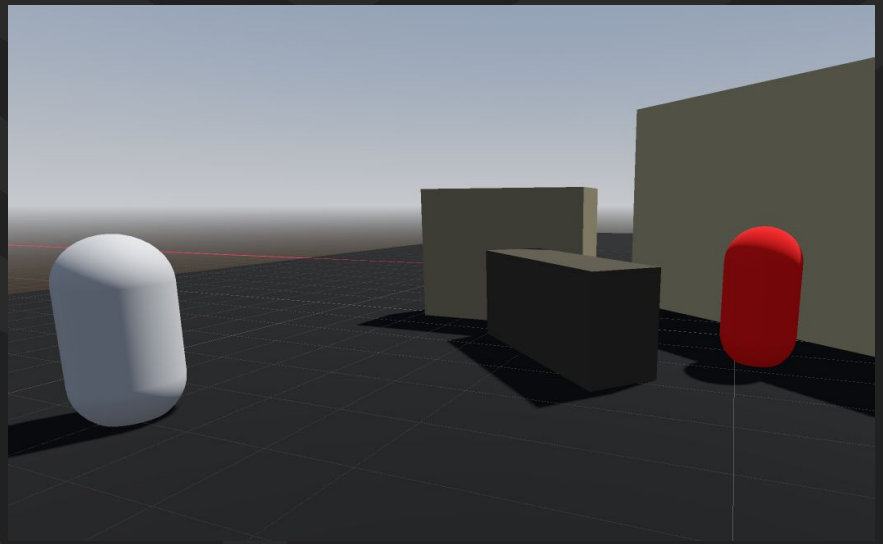
- No experience is required
- Need programmers, artists, musicians, designers, etc.

- Meeting at 6pm!!!

Next Week's Workshop: Intro to 3D Game Dev

We will be making a simple FPS game.

- FPS controller
- Simple level design by "grayboxing"
- Shooting at boxes
- If we have time:
  - Very basic enemy following AI



Lesson Plan

- The Design Process
- Loops, Mechanics and Systems
- Design Docs
- The Activity

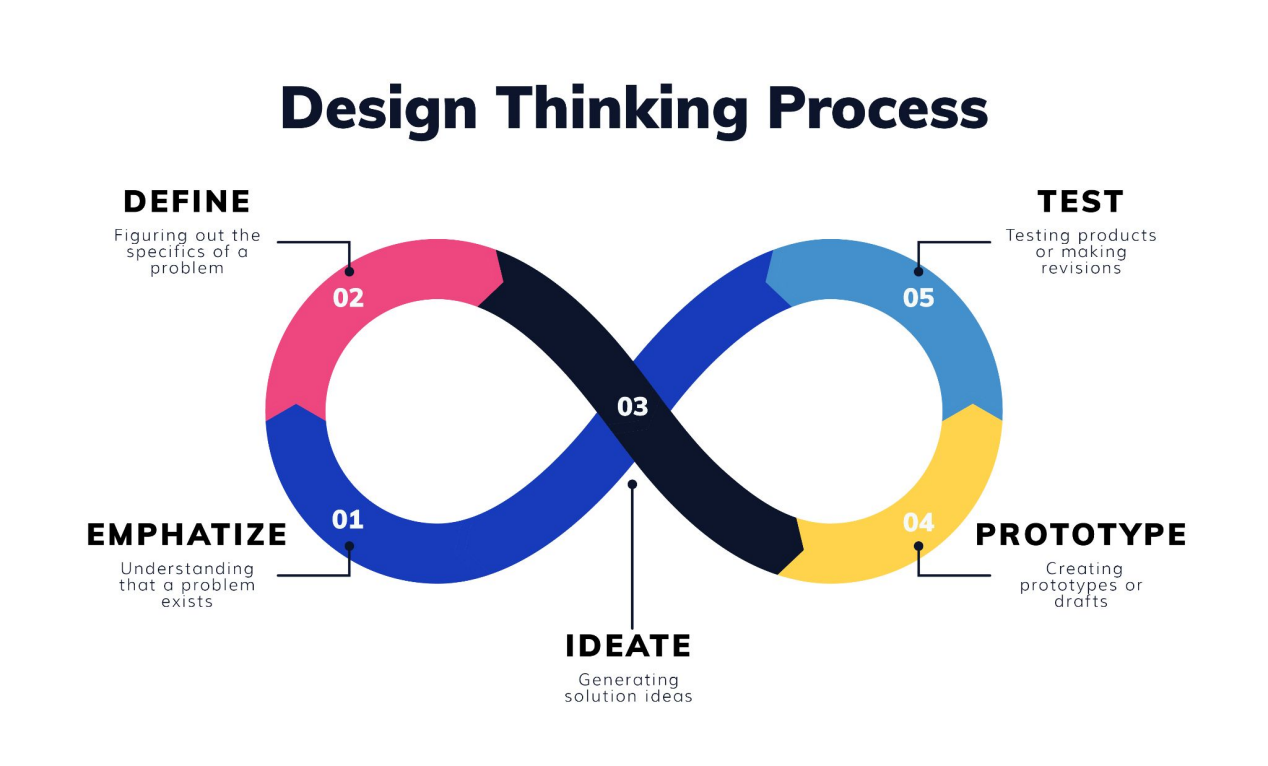
GBM 2: Intro to Game Design

The Building Blocks of Games

What are our goals as designers?

- We are trying to guide the player towards a certain experience
  - In games the experience we're trying to create is usually "fun" but it doesn't have to be
- In video games, we have a lot of tools to accomplish this:
  - Gameplay, Environments, Art, Sound, probably more
- Today we're only focused on Gameplay

Design


Design Thinking Process
DEFINE
Figuring out the specifics of a problem
02
TEST
Testing products or making revisions
05
03
EMPHATIZE
Understanding that a problem exists
01
04
PROTOTYPE
Creating prototypes or drafts
IDEATE
Generating solution ideas

Gameplay Loops

- Anticipation
- Action
- Response

Cool podcast I listened to about this: https://open.spotify.com/episode/3Vajc387m2QdGctWsrT184?si=yVnPiBz_TTS1CdA3pgjhTw

Another Example

- Exploration
  - Anticipation: Identifying a Landmark
  - Action: Reaching/ Exploring Location
  - Response: Discovery, Item, Etc

But the astute audience member might say…

Loops on loops on loops

And exploration can be nested!

So what are loops made of?

Mechanics:

- Individual gameplay concepts in a game, basic ways of interacting with a game

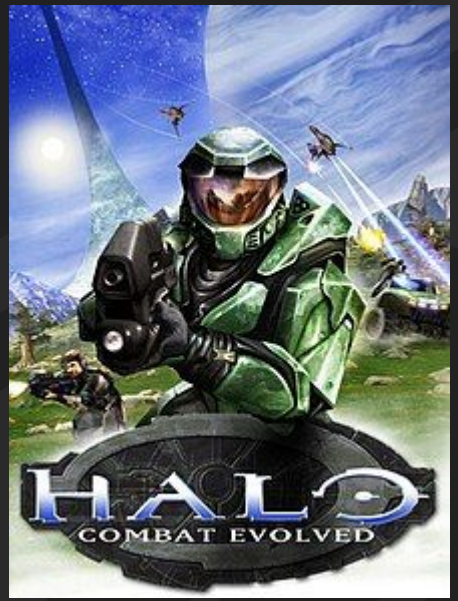
Systems:

- Collection of related mechanics
  - (overly simplified definition lol)

- Pick up items
- Combine items into new items
- Etc

Interlocking Systems

- Systems should *not* exist in isolation.
- A game exists in the overlap between systems



Halo = Levels + Enemy System + Combat System + Movement System

Each of these systems are different, but don’t function at all alone!

Thought Experiment: The Hypothetical Farming JRPG

Two overarching game play loops:

- Farming
  - Grow crops
  - Talk to NPCs/ Build relationships
- Jrpg
  - Fight stuff
  - Do dungeons
  - Level up/ gain abilities

Anyone remember that direct

How can we fix this?

- Mechanics to help systems overlap!

Can YOU come up with a mechanic?????

Anyway

What is a Game Design Document

- A way to communicate!
  - Including with yourself…
- Detail your design ideas!
  - Core/ Supplementary gameplay loops
  - Important systems
  - Mechanics
  - And how all these things interact
  - (and genre and story and art direction but whatever!)

Basic Structure*

- Title
- Overview
- Core Loop
- Important Systems
- Key Mechanics

*There are plenty of templates for GDD’s and good resources online! This outline is just for today’s purposes and isn’t the end all be all

The Activity Approaches!!!!

Pick some systems!

Pick at least 4 systems, and create at least 4 mechanics to interlock those systems! Write a GDD with your neighbors!

1) Combat
2) Romance/ Dating
3) Resource Management
4) Economy
5) Weather
6) Building
7) Crafting
8) Dialogue
9) Fishing
10) Puzzles
11) Magic
12) Pet Care
13) Colony Management
14) City Building/ Management
15) Enemies
16) Movement
17) Character Progression
18) Narrative
19) Inventory Management
20) Cooking
21) Exploration

Resources:

Podcast (linked earlier): https://open.spotify.com/episode/3Vajc387m2QdGctWsrT184?si=yVnPiBz_TTS1CdA3pgjhTw

Site with good definitions explanations of stuff: https://gamedesignskills.com/game-design/core-loops-in-gameplay/

Video about GDD's: https://www.youtube.com/watch?v=hzPZznSmbao

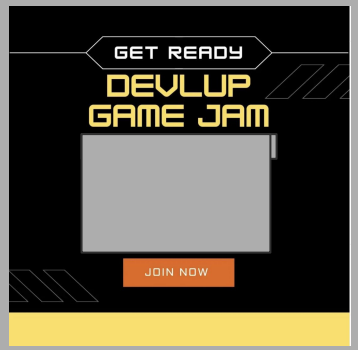
Exit Survey

Fig. 1: *Homer dislikes exit surveys.*

Join our Discord and visit our website!

Join our Discord server using the QR code to stay in touch with the club!

Meet other DevLUp FSU members, “showoff” your work, share resources, take part in game jams, and stay up to date on all our future events!



Discord

fsu.devlup.org