

Day 004 Summary

▼ Day 004 Summary

▼ #006 快速纸面原型

▼ Question

- 1.Find Question
- 2.Find Scope
- 3.Find Form

- Brainstorm

▼ Prototype

- 1.Prepare
- 2.Craft
- 3.Flow
- 4.Initial State
- 5.Game Over

- Play

- Sum

▼ #007 战斗卡牌 -- balance a card game

- When balancing a character
- What attribute shall we change?

▼ Ways to test balance

- Automatic Test
- Calculate Expectation

- Experience

#006 快速纸面原型

Why? Cheap

paper prototype != game

Prototype is for **answering question**

Question

1.Find Question

Exp:

What will player do/choice?

How to build cards?

...

2.Find Scope

simulate what?

1 turn? 1 instant? whole game?

3.Find Form

table game / card game / dnd / act / ...

Brainstorm

Rule:

1. **NO RIGHT OR WRONG, NO COMMENT, ONLY PRAISE**

Brainstorm focus on number of ideas, not quality

2. Serve for **FINAL EXPERIENCE**

NOT SYSTEM, NO ATTRIBUTE

Vehicle Type -> bicycle/car/motor...

Prototype

1.Prepare

1. player input: do what?
2. system output
3. decision reason: action base on what?
4. win condition

2.Craft

1. Object: map, car, ...
2. Behavior:
System: generate, destroy, ...

Player: take, route, ...

3.Flow

flow chart of game sector

4.Initial State

System, Player, ...

5.Game Over

Play

yourself, designer, colleague, ...

if you find your answer, then theres no need to play more...

Sum

- **FOCUS ON YOUR QUESTION**
- **PROTOTYPE ONLY TO ANSWER THE QUESTION, NOT TO MAKE A GAME OR FOR FUN**
- **BRAINSTORM: THINK MORE & GOOD ENVIRONMENT**

if you have no question, ask sth else: favorite game? movie? ...

For sth, you need to see the essence, so that you can simulate it in game.

- **THERE MUST BE A QUESTION, JUST YOU DON'T KNOW IT**

meet new question? - see if it would disturb current question.

#007 战斗卡牌 -- balance a card game

When balancing a character

Compare with the **default character** !!!

What attribute shall we change?

Attribute:

- Power (luck, power, health, ...)
- Fun (ability, decision, choose)
- Character (occupation, mechanic)

character - Background story & easy to learn and remember

most easy one: power

better not: character

Ways to test balance

Automatic Test

program

(card / round game)

Calculate Expectation

!

| core battle cycle = a round in card game

Experience

- spend 3 hours with friends building a paper prototype
- team work, brainstorm, praise, iteration
- balance characters in card game - **expectation, math!**
- design card game character - balance & fun

| *write by Hellinus - 2023.7.13*