Week 2 CRE342

**Section 1 of assignment covered in depth today**:

**To do:**

**Mobile casual games- Candy crush, Tetris**

**How they manage the click mechanic and feedback to the user**

Looking at techniques:

* Mechanics
* Dynamics
* Aesthetics

Look at diagram, go over this to break down for coursework- I don’t give a duck!

How to use these skills, emotional response, design the rules to the game

Looked at game example: Dark soul

Mechanics: Stamina, hot boxes

Aesthetics: fear, triumph

Dynamics: Cautious, combat

* Well known tactics- interaction, experiences, fun games- good feelings- depending on game

Mechanics:

* Physics
* Economy
* Progression
* Tactical
* Social

Last year used some of these, core mechanics in each game

Mario:

* Core- jumping
* Secondary- dialogue, narrative, trading
* Weak core can have problems
* Discussed player types last week
* Hybrid genes
* Get core mechanics then bolt on secondary mechanics

How to design intuitive and engaging mechanics:

Intuitive:

* Cognitive overload
* Easy to understand
* Consistent
* Provide feedback
* Well-paced
* In teams last year- play testing, feedback- is this game intuitive?
* Player will discover your rules as you go along
* Cut down and keep simple as don’t want too much in short space of time

Self-determination theory: Bartles

* Example of self engagement theory
* Going to look at flow theory in more depth
* Balance challenge and skill
* Focused and concentrated

How do you create flow in the game?

Flow theory: Csiskezentmuhayi

* Goldilocks effect
* Look at chart on slides
* Mechanics- difficult/ time
* Listen to feedback- player needs to be in the flow

Balance between challenge and skill:

* Inclemently learning and developing skills i.e Don’t give a duck
* First level doesn’t have bad/decoy ducks- this allows for understanding of rules and game

Clear goals and immediate feedback:

* Flow engaged- context- why doing this?
* Don’t distract player- all interactions for the player needs meaning

Immersion:

* Focus
* Time can distort when focused, loss of self
* Consciousness- become part of the player experience

Watched You tube video:

* Rayman legends- Castle Rock
* Rhymical games good at getting people into the flow
* Hear beat
* Crash
* Hint of fire- running away from something
* Different types of surface- different tone
* Other character- beat changing- keeping player in the rhythm
* Repetition- player can punch through the skills
* If you want to keep player in flow make sure aesthetics match the mechanics- consistent and coherent

What breaks flow:

* Frustration
* Distractions
* Interruptions
* Too many options
* Convexity design- small choices, diverge and make choices appear through the game- don’t want to over complicate with too many choices- norms buttons etc on controller
* Depends on game genre
* Too much information can break flow
* Game generating as move forward

Stay in the flow state:

* Gradual difficulty increase- list on slides
* Start simple
* Incremental challenges
* Difficulty curves
* Rewards and feedback

Skill matching:

* Dynamic difficulty level adjustment- dial down level of difficulty
* Player choices- different player accommodated
* Multiple difficulty levels
* Play game in specific modes
* Player profiling
* Changing tempo
* Increased speed of players- so got higher score

Exercise:

* Split into pairs- roleplay
* 15 minutes to create mini story
* Test ability to be creative and come up with a narrative to evoke emotion
* This task will let you discover how to feel the flow and how player immerses in game

**Assignment- coursework specification:**

**Click based mechanics:**

* Research concepts to guide analysis
* Candy crush/ fruit ninja
* Cookie clicker- incremental, Collect points clicking
* Clicking can be tactile/ engaging/ instant gratification
* Opening to player demographics- player types, skill players, age groups
* Mechanical keyboards- faster reaction times, also the sound they make
* Associate with productivity
* Google Instant gratification theory- read and discuss
* Make sure to copy over notes and names of documents- this is not plagiarism if referenced
* Link any diagrams etc for assignment

Click bases mechanics built into game- how would player engage:

* Sound effects
* Visual effects
* Be able to identify audio and visual effects that allow instant gratification
* When click duck at the minute makes a quack- what else?
* Could you add visual effects above duck’s head- adding or deducting points?
* Colour code these points.
* Make sure to research to explain and understand this theory
* What are you doing in this game- clicking duck- how does 30 second timer affect your interaction with the game?
* Does this evoke panic- stress- tension- without timer there is no sense of urgency
* From a mechanic point of view- timer
* Aesthetics- sense of urgency for the player
* Decisions- strategic, snap judgement
* Different framing of choices

Cognitive load:

* In the game this is low
* Different levels- similar throughout
* Would you add audio effects, colour codes, shake duck to alert player something not correct

Meaningful depth:

* Designed badly to point out issues
* Big ducks- less points, small ducks- more points
* Look up cognitive load theory and copy and paste some pages explaining this into your document- also not plagiarism if referenced
* Suggest can download candy crush- clicking game and have a look to see what you like/ dislike

Penalty system:

* Takes time off the timer
* Does this impact the game play?
* Hoe could game play be enhanced.
* Timer somewhere in user interface needs to be more visual
* Different size/ colour duck- nice/ mean
* Portraying something to the player- increase the impact to the player
* Particle effect- change the timer?
* Sound- vibration- colour
* Duck and timer- reinforce behaviour of the duck

Accessibility concerns:

* Designed for phone/ tablet
* Barriers- can this be adjusted?
* Clickable area- is this dynamically difficult
* Partially sighted/ injuries- can still play the game and get enjoyment

How does game play to other click-based games?

* Lacks features
* What features could enhance capability of the game
* Strengths and downsides
* Check mechanics- ceiling of clicks in the timer- can lead to bonuses/ check points etc
* On your BB- look at assessment and feedback folder
* There is a progression file I don’t give a duck
* This includes spread sheets- which you should download
* This displays working out- math
* Such as time limited divided by spawn rates
* Need to use this in order to answer is there a level of feasibility
* Is there enough time to spawn all ducks?
* Click efficiency
* Are the spawn windows physically possible
* Use this as a baseline- need to work out calculations

**Scalability challenges:**

* What parameters could you change between levels?
* Time limit
* Spawn rate
* Duck life time
* Ratio of ducks
* Size distribution
* Need to decide your changes

Prevent reptation fatigue:

* What’s core mechanic- clicking- player will get bored- what could you add?
* Possibly power ups, check points- lose some tension
* Look at overall design and build mechanics over those check points
* Adding extra lives- instead of check points
* Need to consider original games- will time limit work with lives/ check points
* What about a high score
* Cant take copy of spreadsheet
* If add ducks- impact?
* Bonus/ power ups- why add them? What would they do?
* Google player motivation decay and save links or information you have found on your document for assignment

Mechanical depth of IDGAD:

* There is a ceiling to skill set
* Game design interaction constraints
* Example Tetris

Design constraints:

Strengths:

* Accessibility- universal concept
* Appeal to a broad range generally won’t offend anyone
* Time pressure mechanic

Casual game- make sure to look at demographics:

* Second screen
* Down time
* Age range
* Make sure to look up demographics and explain

Design limitations:

* Clicking mechanic and core
* Lack of other mechanics- no power ups, no bonuses- bring into wider picture and discuss
* Randomness decreases player engagement

What is the current level of replay ability- just as it is? In your opinion?

* You have already done those levels
* What could be added? Objective- as no story
* Track scores- leader board- social aspect
* Could have 3 levels- easy, medium, hard etc- win game at each level

In its current state what is scalability?

* Success rate
* Scalability- not scalable in its current state

Mobile constraints:

* Don’t have precise click
* Constantly hitting the small duck- small area can’t hit it- will be frustrating
* Phones will be different- screen sizes etc
* Check playability on different devices
* Performance on a mobile- memory- less than on PC
* Visual effects- might not be compatible with mobile- understand and discuss constraints- think about this in Niall’s class

Target audience:

* Quite wide
* Demographics
* Google the casual game demographics- to see age range- generally for older people-
* What are they looking for from a game-easy to learn rules, multi screens
* Tetris- core game design- block sudoku- candy crush- basic design
* Attributes- short term entertainment, good feedback coming back to the player

What promotes continued play:

* Kudos- social aspect
* Leader board shared
* Player preference

Thematic coherence:

* Staying consistent within theme- overall experience- theme relevant and makes sense
* Enhancing theme- story- narrative- objective
* Google this and put it into your notes

**Assessment criteria:**

* Make sure to go over each one and give reasoning behind them
* Appropriate game terminology and vocabulary use in document
* Support arguments with design documents