



COMP3016 Lab 0

Game Design Mini-Workshop

Task 1: Get to know classmates(10 minutes)

- 3 to 4 people
- Introduce yourselves – name, where you are from. Then talk about these questions:
 - 1) What games do you like to play? Specific titles, genres.
 - 2) What do you like about these games you play? – characters? Narrative? Mechanics? Social concepts?
 - 3) Share a special memory of a game that you played
 - 4) What game do you would you like to make at the university?





Task 2: Research (40 mins)

- Take this first hour to check out arcade games from 80s and 90s. Pay attention to mechanics, dynamics and aesthetics. Note which features you like and how you might incorporate them in your own game (which we will spend the next hour designing).
- Some resources: Google Mame, Internet Archive, IMDB and Wikipedia for resources on these games.
- Make your list of features and games that have them.
- Break after this activity.

Task 2: Design a 2D game! (20 minutes)

Open a Word/Powerpoint document, or you can use paper.

These are the details you need for your design:

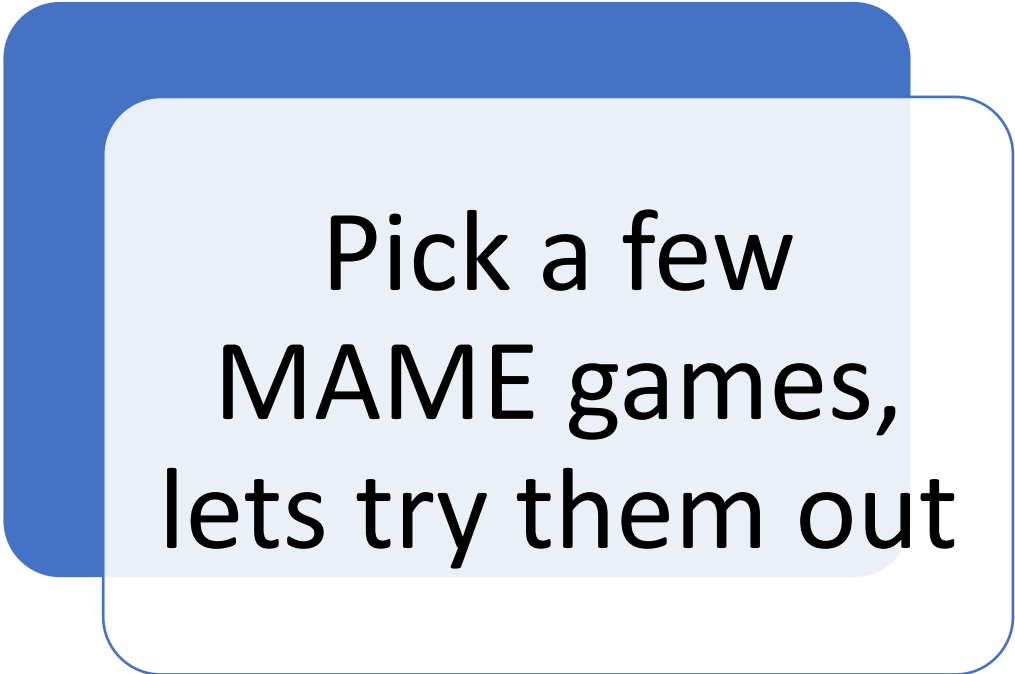
- The game should be approximately similar to a core mechanic from one of the arcade games themes.
- Discuss and agree on the concept of the game using the MDA approach.
 - Mechanical – core gameplay concept, primary mechanics, any secondary mechanics?
 - Dynamics – tactics and strategies.
 - Aesthetics – what your game looks and feels like. Discuss both audio and visual aesthetics.
- For all 3 aspects above, mention where you draw inspiration from, i.e. feature A is derived works like Game X. You can also take the time to analyse your inspiration sources in terms of MDA above.
- What are the unique selling points of your game?
- What do you think is the concept that will provide the most fun?
- Who should play your game?
- What platform will you develop it for?
- Lastly choose a title.

Once you have completed your discussion, create a pitch deck for your presentation (5-10 slides, use any online resources you like).

We will spend 40 minutes here. If you finish early, you may continue the conversations with your friends (maybe plan a game session with your new friends?).



Task 4: Lets play 😊



Pick a few
MAME games,
lets try them out
