Design Process

COMP2007

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There is no formula for inspiration

BUT we can make it more likely with some techniques

- Idea generation is messy and fluid
- Idea refinement comes later

Brainstorming

Brainstorming is a technique for recalling all you

know about a topic:

- Write down topic area
- Quickly write down anything that come to mind about the topic area
- Neaten up by removing bad points
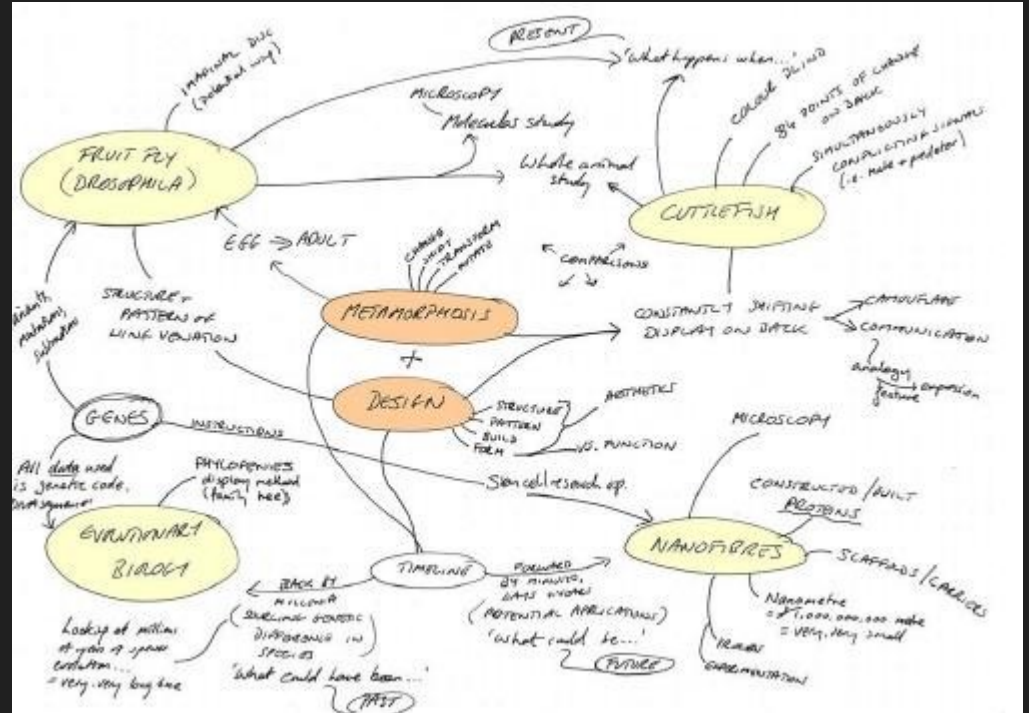- Outline relationships between points

Use this for whole game ideas or individual parts of the game

Mind Maps

Mind maps are a way to organise a brainstorm more thoroughly:

● Write down your central point

● Organise your information by showing relationships between your ideas

Conceptualising ideas

After brainstorming and mind maps, develop your ideas in more detail.

Some examples below would be:

- Flow charts for processes
- Lists (research topics, gameplay, general to do's)
- Visual concepts (Mood boards & Colour palettes)
- Level designs
- Step by step gameplay mechanics

Flow Charts

Useful for:

- Player/NPC decisions
- Gameplay flow
- Puzzles
- Narrative flow
- Screenflow (Menus, Game UI)

A good place to start planning the logical parts of the game
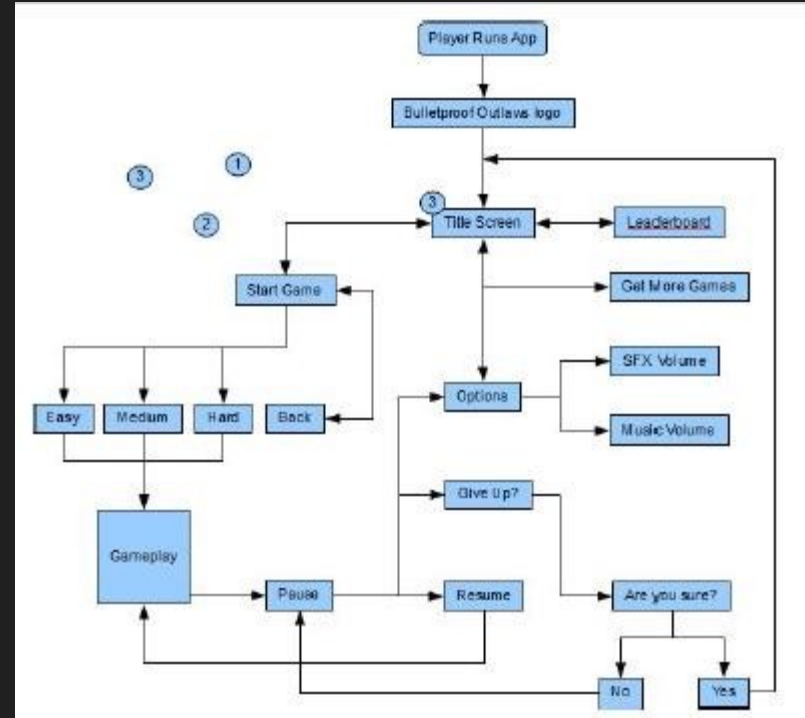
Level/World Designs

Useful for:

- Planning your game content
- Story development
- Gameplay development
- Playtesting
- May be a core part of the game

Good for a sense of the scale of your game

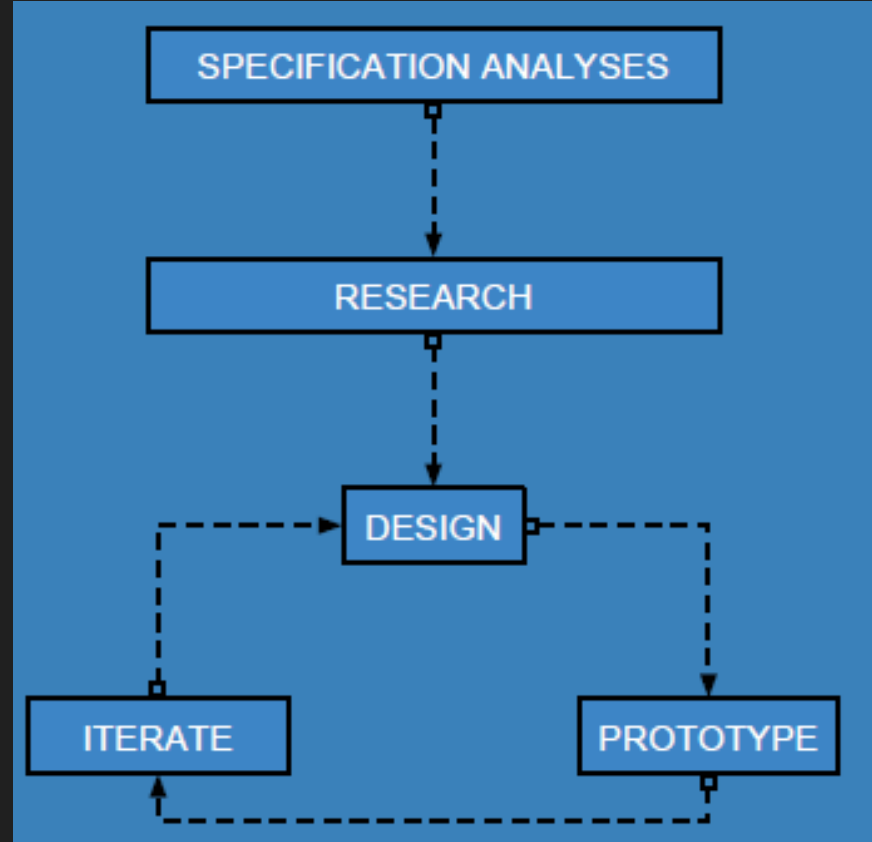A clear idea of how much content your game has

One page design process

Design Process

Game companies often use some sort of design process to evaluate their ideas

This is particularly true of larger companies or larger projects

We will use a simple version to practice developing our idea generation

Design Process Workflow

- **SPECIFICATION**
  - Clarify the WHAT you are building
- **ANALYSIS**
  - Break down the specification into component parts
- **RESEARCH**
  - Gather information on the components
- **DESIGN**
  - Work out a solution
- **DEVELOP PROTOTYPE**
  - Develop prototype solution/s to the specification based on design
- **ITERATE**
  - Refine prototype to a final product level if prototype appeases specification