



INTRODUCTION TO GAME DESIGN

CSD2511 – Week 03

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Lecturer . Dr John M Quick

Lecturer . Jonathan Kwek

Before we begin

- Use the first 15 minutes to settle in
 - Sign your attendance
 - Log into your workstation
 - Log into Moodle, specifically CSD2511 module
 - Log out from your game, application, communication, chats
 - Prime yourself physically for the next hour, ie. Finish your food, fill up your water, visit the restroom, get comfy
 - Prime yourself mentally for the next hour, ie. Recall what happened during last week's session, put a save point on any ongoing conundrums, meditate on what to do this morning



 Announcements

Attendance

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Announcements

 Attendance☒

 Mid Point Check A

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 [Submission] An Adventure in 40 Cards

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 Mid Point Check A

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 [Submission] An Adventure in 40 Cards






Attendance and Submissions



 Announcements

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Module Matters

  View All Responses. **All participants.** View Default order  Responses: **100**

Which team are you in?

Week 02 : May 7 - May 13



Week 02 Lab Slides: Figma workshop, Assignment Briefing



Week 02 Lecture Slides : Randomness



Which team are you in?



Team Formation
By today!
Let me know if you don't have a team

Figma Workshop

- Complete workshop tasks within 30mins
- Copy your works to < Gallery Walk >
 - <https://www.figma.com/file/xkJyDh6BDVxVTpv34LMzZ9/GalleryWalk?type=design&node-id=0%3A1&t=SzrOhhIGmkRIJjYb-1>

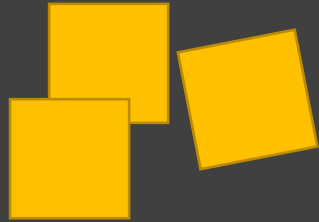
Recap



Protagonist's
Profession
(Player)



Modern
Context



Adventure
High Concept



Objective



Mechanics



Obstacles



Core Game Loop



Reward Fantasy



Recap



Frame 1

Set up

Frame 2

Obstacle

Frame 3

Strategy

Frame 4

Goal

Narrative Pitch

Frame 1



Frame 2



Frame 3



Frame 4



Narrative Pitch

Frame 1



Frame 2



Frame 3

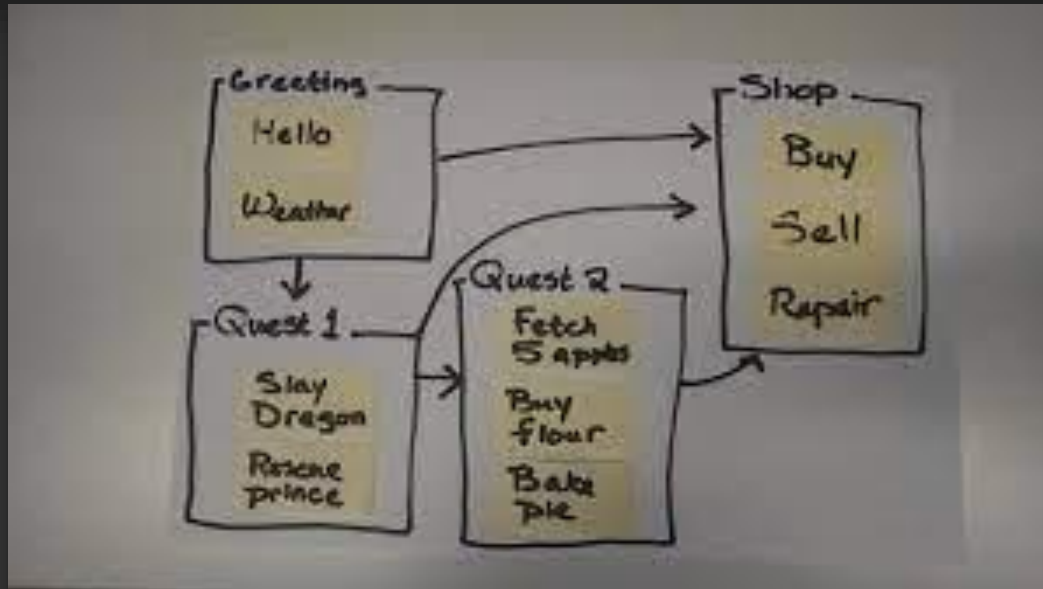


Frame 4



Today

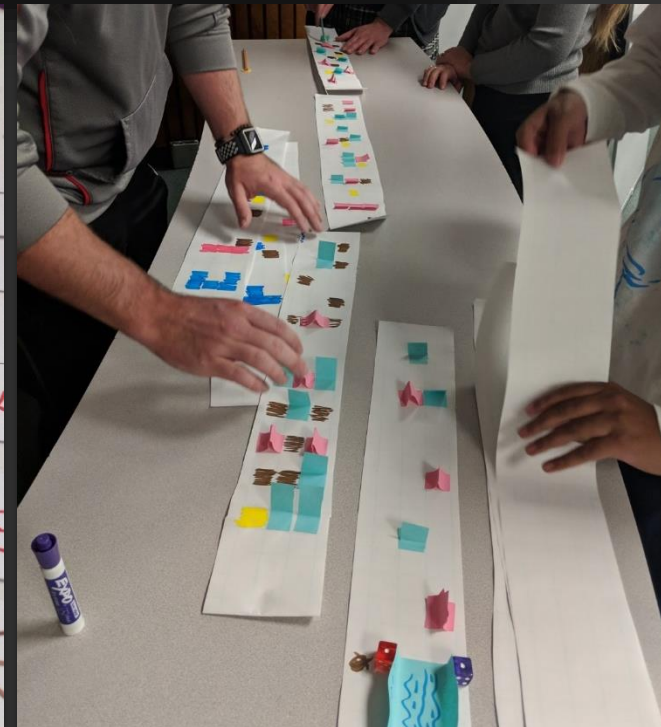
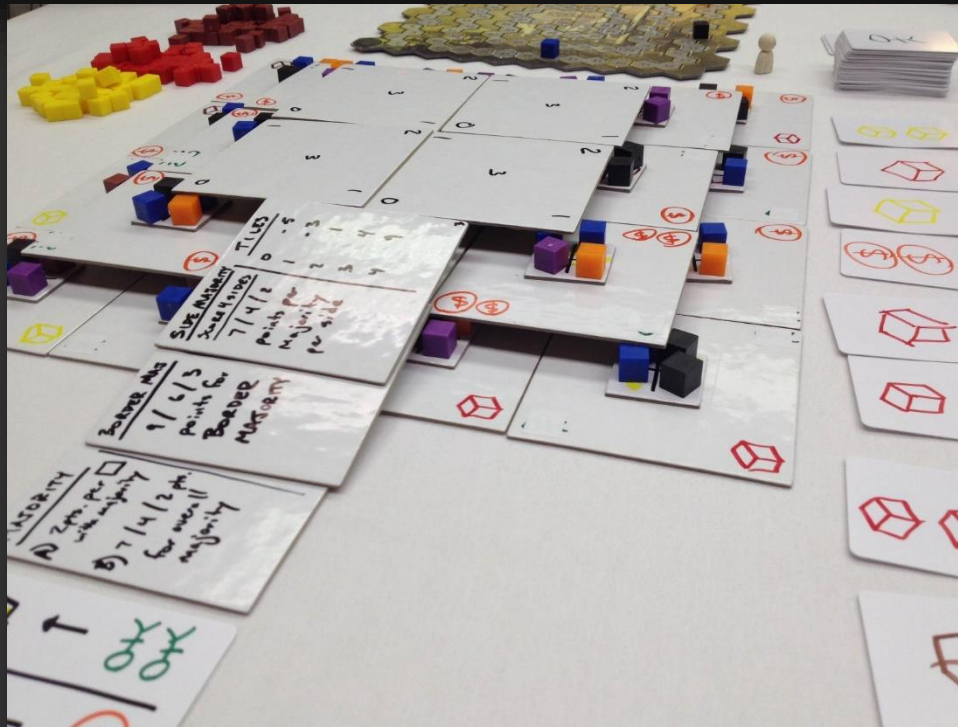
- Gather in your teams
- Give form to your ideas
- Get a reality check and respond to your own reactions



- Design and prototype your core game loop – 30mins
 - *Use the minimum number of “ingredients”*
 - *Focus on the most straightforward approach*
- Playtest and experiment with randomness – 30mins
 - *Be critical, and identify the potential flaws in your design*
 - *Propose and experiment ways to minimise/solve the problem*
- Discuss about your game’s full version – 30mins
 - *How to extend the game loop to reach the final goal of the game*
 - *Scope of work and roles*

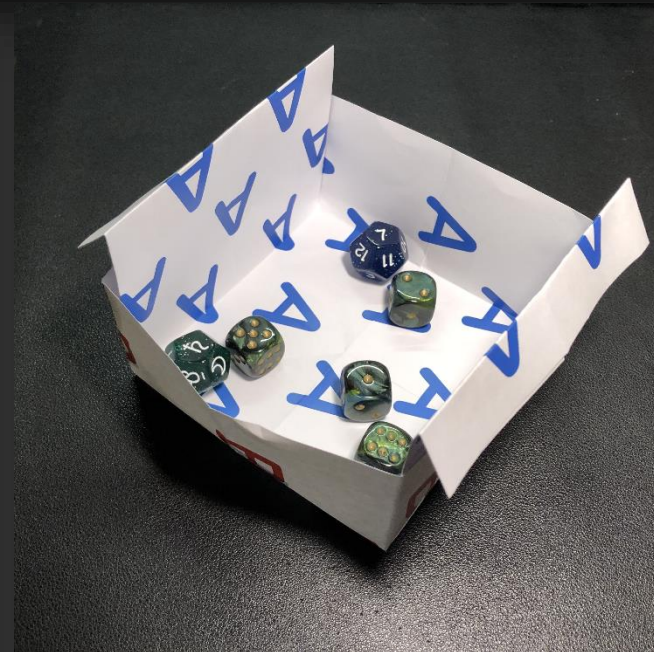
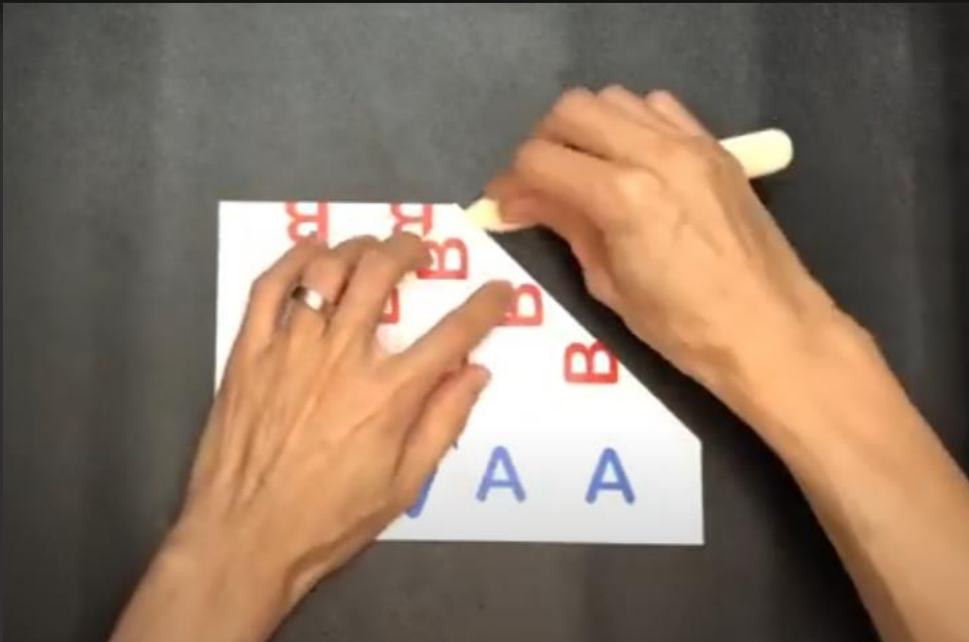
Prototyping

- Help yourselves to the prototyping materials; return before you leave; keep the place clean

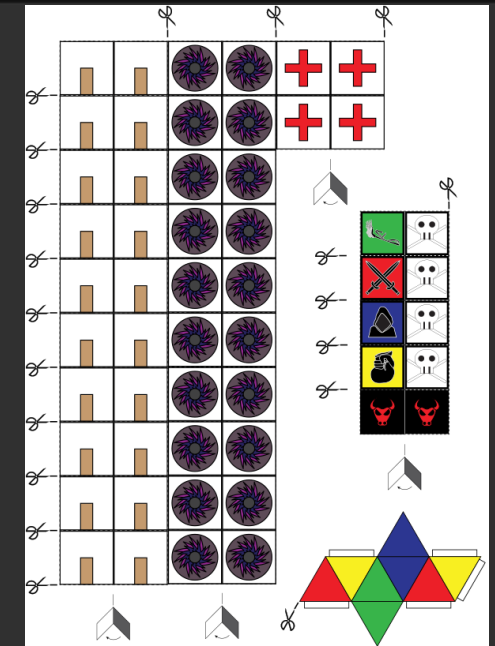
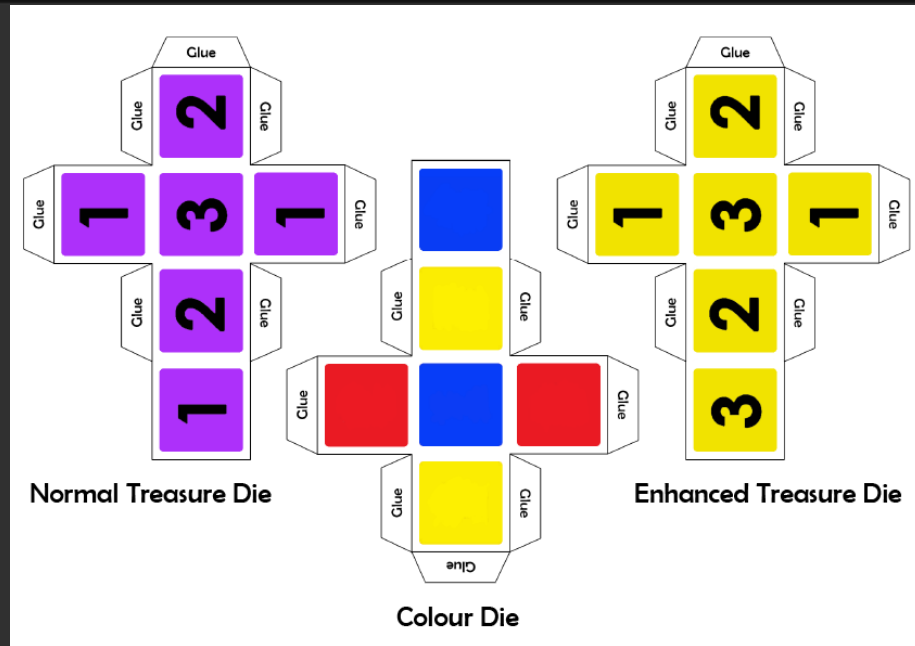


Fold a box

- Grab a piece of A4 paper and fold a box
 - https://youtu.be/aZLpba_HzKM
- Use it as a trash bin, token organiser or a dice tray



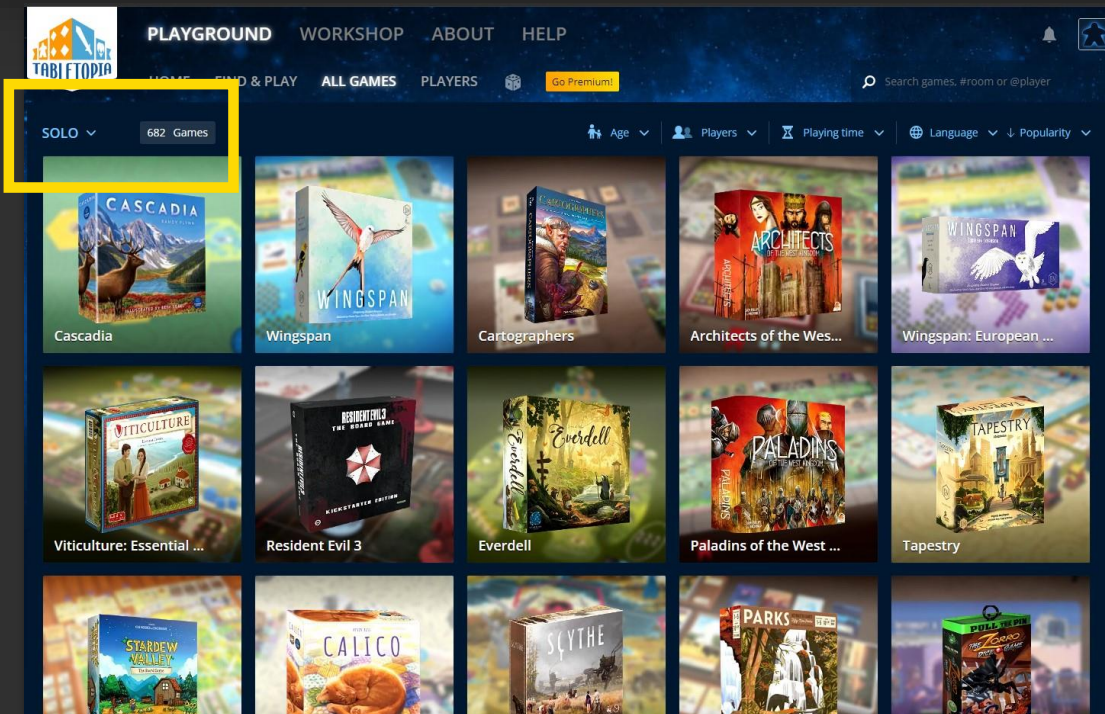
Print & Play (Submission)



A PDF containing everything one needs to print at home and play your game
(if a standard dice is required, you don't have to include it in the print&play)

Homework

- Visit the Tabletopia “Solo Game” page
 - <https://tabletopia.com/games?category=solo>
- Select a game on your own, and play it over the weekend!



Check out the BGG rating in case you want some recommendations

