

Lecture2 What is Game Design

1. Game Design Definition

Game design is the art of crafting the player experience.

- Art
 - Any creative activity undertaken by an intelligent creature counts as art
- Craft
 - It’s a skill that you learn only with a lot of practice and with plenty of help from those better at it than you
- Player experience
 - Build your story hooks and gameplay mechanics around that ideal player experience

Game design is answering the journalist’s questions for your game.

- Every article a journalist writes should answer six one-word questions
 - **Who? What? How? Why? Where? and When?**
 - Answering those questions about the article’s topic enables the reporter to give readers a complete picture of the issue at hand

5W1H	Explanation
Who is my game for?	Think about the target audience for your game. Who are your players?
What do they want/expect from this type of game?	What they want when they play your type of your game. Who plays this type of game, and what have they enjoyed about previous games in this genre? Come up with ways to surprise your players with twists that deviate from genre expectations.
How am I going to fulfill those desires and expectations?	How to provide it. What mechanics will give them the desired experience? What new system can we add that will bring something fresh to the genre, without compromising the core appeal?
Why did I choose this game system/mechanic? Why is this mechanic in my game?	What is it adding to the overall experience? Does it mesh well with the other game mechanics? Are there ways it could work better?
Where is my game being delivered to customers?	What platforms are you creating your game for? PC, mobile platforms, console?
When is my deadline for delivery	Your project's due date. You must stick to a schedule for releasing content (or else face the wrath of user reviews)

Game design is the art of making Honey Badger give a shit.

- All Honey Badger cares about is their experience playing your game. Is it fun? Is it challenging? Is it engaging? Is it worth the money I paid for it? Is it worth the time I’ve invested in it?
- If you can make that ornery, hard-to-please Honey Badger player care about your game, then you’ve succeeded as a game designer.

2. Game Systems and Game Mechanics

	Game Systems	Game Mechanics
Definition	what of game design	how of game design
Explanation	what can the player do in the game	how exactly do those game systems work

Game Systems

Large-scale aspects of your game

- combat, movement, the game world, puzzle-solving, character generation, interactions with NPCs

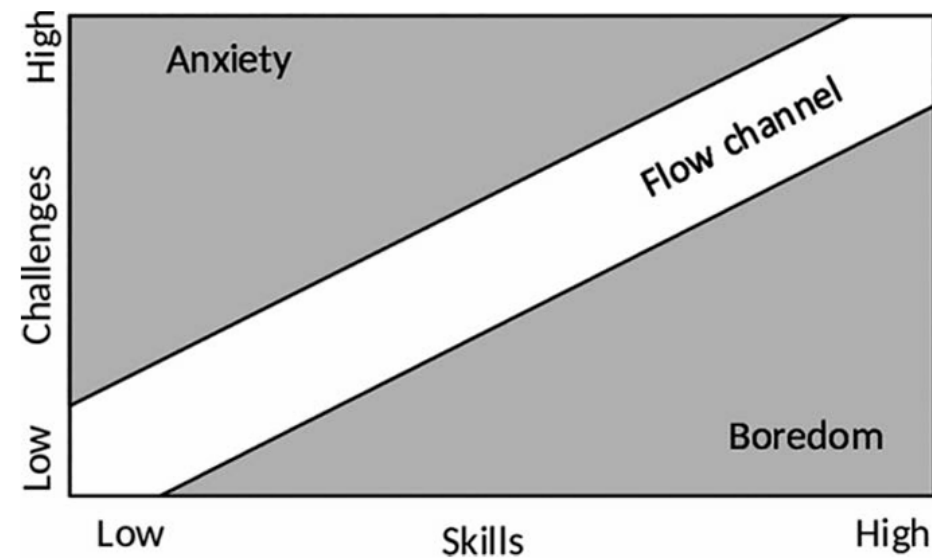
Game Mechanics

Define every aspect of your game mechanics in painful detail

- You say you want players to be able to create their own unique characters in the game?
 - How does that work, exactly?
 - What races, classes, statistics, abilities, and progression will you design into your character creation system?
 - How does each of those work?

3. Flow and Progression

A final game design idea involves maintaining a flow state in players.



- A flow state is a feeling of intense engagement with an activity
- Challenge level rises faster than the player's skill
 - progress grinds to a halt
 - frustration and anxiety increase
 - player feel anxiety
- Player's skill level overwhelms the challenges the game poses
 - boredom
 - a desire to play other games
- Player's flow state
 - linked closely with the game's progression
- Danger part
 - during the development, the Quality Assurance (QA) team—the internal playtesters—get so used to the gameplay that almost no level of challenge is too hard for them