

Lecture5 The Idea Is Everything... and Nothing

1. Where do you get your Idea

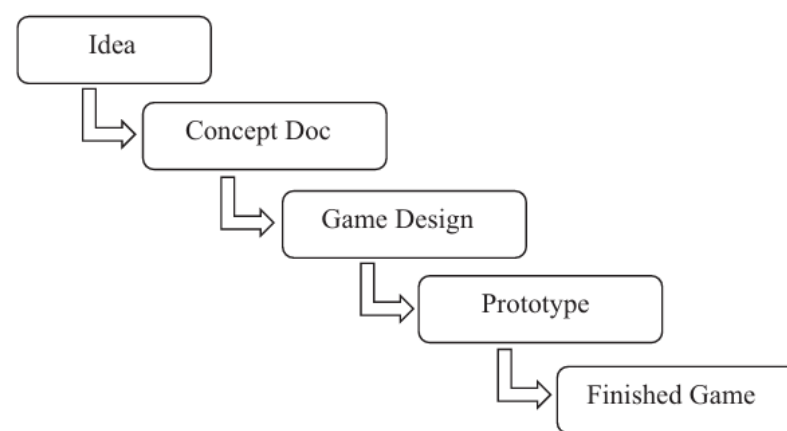
- **Daily life:** dreams, overheard conversations, or something seen on a walk
- **Other games:** innovative game systems and game mechanics to use in their games

2. The Power of your Subconscious

The Defence of Duffer's Drift

- Engage the problem-solving ability of your **subconscious**
 - Give your brain something to chew on while you sleep and you'll often have great ideas when you awaken
- The value of **iteration**
 - Playtesting and revision cycle

3. Ideas and Games



- The idea for a game is a tiny fraction of the work needed to create a finished product
- An idea for a game has almost no value
- All the work that goes into making a game is what gives a game its value, not the initial idea

4. Concept Documents

- Forces you to consider how the game would actually work
- Sticking to a single page
 - forces you to concentrate on the most critical elements of your design, stripping away wordiness and lack of focus

Types

- Entertainment game: player's enjoyment
- Serious/Educational game: stand a decent chance of learning something

Template: Entertainment Game

- **Game Title:** Give your game a name! Leave this until after you've filled out the rest of the template.
- **Intended Audience:** Who is your game intended for? Who will enjoy it?
- **High Concept:** Describe your game in just a few sentences.
- **Genre:** What type of game is it? What sorts of games is it similar to?
- **Description:** Describe the look and feel of your game. Briefly describe the game world, the player's place in it, and so on. Give more detail than in the "High Concept" section above.
- **Story:** What is your game's story? Why is the player here and what is s/he doing? What is his/her eventual goal? (Even if your game doesn't have an explicit story, with characters and dialogue, it should have background and goal(s) for the player.)
- **Settings/Environments:** List and briefly detail the setting(s)/environment(s) in which your game takes place. What will the player see in your game? Where will s/he go?
- **Features/Gameplay:** List the important features of your game and give examples of its gameplay. This section should complement the "Description" section above, not duplicate it. A bullet list would work well. How does this gameplay fit your story and setting?
- **USPS:** What are your game's Unique Selling Points? What's different about it?

