

Lecture Week 2

Design Elements

the
game**design**initiative
at cornell university

Reminder: Aspects of a Game

✂ **Players:** How do humans affect the game?

✂ **Goals:** What is the player trying to do?

✂ **Rules:** How can the player achieve the goal?

✂ **Challenges:** What obstacles block the goal?

Formal Design Elements

✂ **Players:** Player Mode Sketches

✂ **Goals:** Objectives

✂ **Rules:** Actions and Interactions

✂ **Challenges:** Obstacles and Opponents

Player Mode Sketches

- ⌘ Game may have several *player modes*
 - ⌘ *Ways in which player interacts with a game*
 - ⌘ **Example:** *Inventory* screen vs. *contest* screen
- ⌘ You should *storyboard* all of your modes
 - ⌘ Sketches of each of the major player modes
 - ⌘ Illustrate how player interacts with game

Dragon Age: Standard Mode



Dragon Age: Inventory Mode



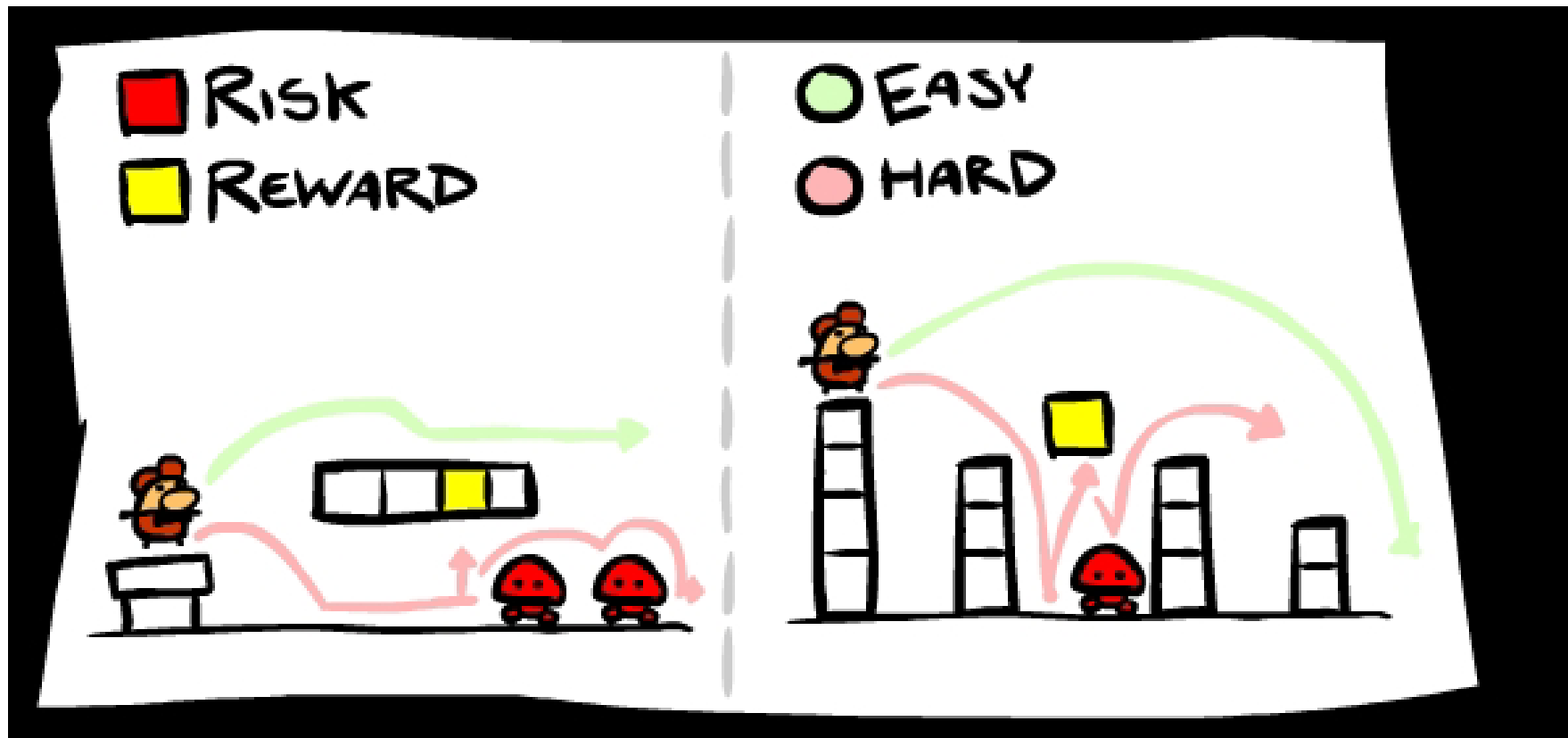
Lifted: Player Mode Sketch



Lifted: Completed Game



Diagramming Action



Objectives

- ✂ Anything a player might strive for
- ✂ May be a **primary** game objective
 - ✂ Progressing the story
 - ✂ “Completing” the game
- ✂ May be an **auxiliary** game objective
 - ✂ Side missions/quests
 - ✂ Unusual achievements

Objectives

✂ **Primary** objectives reflect vision

✂ Wish fulfillment: I want to _____

✂ Help player realize the dream

✂ **Auxiliary** objectives address player style

✂ Achievements for **achievers**

✂ Easter eggs for **explorers**

✂ Online resources for **socializers**

Some Objective Categories

✂ **Capture:** take or destroy something of value

✂ Includes “kill all enemies of type X”

✂ **Race:** reach a goal within time

✂ **Chase:** catch or escape an opponent

✂ Race with a dynamic goal/destination

✂ **Rescue/Escape:** Get someone to safety

✂ **Exploration:** Locate something in game world

Some Objective Categories

✂ **Solution**: solve a problem or puzzle

✂ **Alignment**: arrange in a specific configuration

✂ Color matching games!

✂ **Construction**: build, maintain, manage objects

multiplayer games

✂ **Forbidden Act**: force opponent to do something

✂ **take in**: gain knowledge that gives an advantage

Actions

✂ **Verbs** that describe what the player can **do**

✂ Walk

✂ Run

✂ Jump

✂ Shoot

✂ Does not need to be attached to an avatar

✂ Build

✂ Swap

✂ Rotate