

Assignment #2

WEBD213 – Motion Graphics II

Puzzle Game Prototype

Create **one** of the following for an original puzzle game design (or use one of the ideas on the next page).

- 1) Paper prototype of gameplay ready to playtest AND an outline of the game rules.
OR
- 2) Game concept document containing the following:
 - a. Overview of the game concept (What is it about? What does the player do?)
 - b. Graphical mockups of the gameplay
 - c. Outline of all game rules

Bring your game concepts and prototypes to class on October 25th, where we will play and rate your classmates games based on the following criteria:

- 1) *Concept*: Is it a clever idea? Will it appeal to a market?
- 2) *Affordances*: Can players easily discover the rules by playing?
- 3) *Clarity of victory conditions*: Does the player know what is required to win?
- 4) *Increasing Skill*: Will player's skill improve as they play the game? Is it possible to scale the challenge in the game with player skill?
- 5) *Fun Factor and re-playability*: Does the game stay fun over subsequent plays?

Submission and Grading

1. Any documents (Rules and/or concept document) must be submitted to jlapeгна@gmail.com by **9:00AM EST on October 25, 2013**.
2. Paper Prototypes will be brought into class on October 25th, 2013 where we will play-test them with our peers. **Rules must be emailed as well.**
 - a. Those who choose to create a concept document will explain the rules to their peers using the mockups created.
3. Grade will consist of a combination of peer feedback (25%), instructor grade (50%) and in-class participation (25%).

Puzzle Game Ideas

If you are having a hard time coming up with an original puzzle game idea, try one of the following as a kick-start for your game. Some of these are purposely vague, so you can choose to take them in multiple directions.

The Paperboy: Choose a puzzle that appears in a daily paper and modify it by adding a theme and introducing or changing one mechanic.

Da Bomb: Player's have set time limit to defuse a bomb by solving a puzzle.

The A-Maze-ing Game: Start with a basic maze game, and try to come up with some variations or mechanics that can create a deeper puzzle in the maze. For example – discovering teleporters that teleport the player to different areas in the maze.

Multi-player mayhem: Take a puzzle game normally meant for one-player (Crossword, Sudoku, etc) and change the rules to allow competitive (against each other) or collaborative (with each other) multi-player play.

The Teacher: Create a game that teaches children how to spell with pattern recognition.

Hackers Unite: Players are given some limited information about a passcode (password, colour combination, numeric passcode, etc) and need to identify a pattern to solve the code.

Spatial Swapper: Players use objects to trace a path from a starting point to a finishing point. For example: using different shaped wires to bring electricity from a generator to home.

Match it: A classic match-3 game (players perform an action to match 3 or more similar items) with your own twist.

Dungeon Crawler: Create a simple tile-based game that simulates exploring a dungeon as players flip over different cards/tiles to explore the dungeon and reach the goal.