Game Design and Development

(Fall 25)

Homeplay 1: Game Concept

Create a simple game that could form the basis for future assignments in this class; you may continue to build your game and expand on it in future weeks, or you may choose to develop new games as you grow. But for now, keep it simple!

Your game should include:

1. A clearly articulated goal, and
2. A degree of difficulty enhanced by chance and/or skill.

You can draw your game by hand or create it on your computer. Scan it and save it as a PDF. Don't forget to include a title for your game.

Also provide a simplified high concept document for your game. You may use the provided template or create your own. However, at this point, you may not need to provide all that about your game.

Homeplay 2: Gameplay

It's time to design the gameplay for your chosen game in Homeplay 2, or you can choose to create a new game. Gameplay consists of a set of challenges, and the actions the player will use to surmount those challenges.

Challenges

Consider your game to have one level and organize your challenges in a hierarchy as was depicted in class. Your hierarchy should include:

1. A clearly articulated goal
2. At least two submissions
3. A number of atomic challenges (3-4) per submission
4. Simultaneous challenges (optional)
5. Passive/active challenges (optional)
6. Non-gameplay related actions (1-2)
7. A degree of difficulty enhanced by chance, skill, or time.

Actions

After you've completed your hierarchy, think of what the player would do to overcome the challenges in that hierarchy. Follow the approach mentioned in class to construct a list of actions and non-challenge related actions (optional).

You can draw your game by hand or create it on your computer. Scan it and save it as a PDF. Don't forget to include a title for your game.

Keep in mind the interaction model of level 1 when you're designing the challenges hierarchy and actions. However, don't worry about the implementation right now. Leave it to the "development team".

Homeplay 3: Mechanics

It's time to design the mechanics governing your gameplay for your chosen game in Homeplay 2, or you can choose to create a new game. The mechanics consists of the data and algorithms.

Data: resources (sources, drains, traders, converters), entities, attributes (simple, compound).

Algorithms: events, processes ←→ conditions, triggers,

Follow the approach mentioned in the lecture notes to define your core mechanics**.**

Note that the data depends on the game, some games don't have converters, for example. Keep the rules simple for now. Don't get into too many details, and don't try to get everything perfect. Remember you're designing the game, not the software. Don't worry about the implementation right now. Leave it to the "development team".

You can draw your game by hand, or create it on your computer. Scan it and save it as a PDF.

Don't forget to include a title for your game.

Note:

Take a look at sample design documents from lecture 2 and research online to gain some insight on how it should look like.

Homeplay 4: Balanced Mechanics + Playtesting

Refine the mechanics of your game to create the "complete" set of rules.

Follow the approach mentioned in the lecture notes to define your somehow balanced core mechanics**.**

Don't forget to playtest your game and alter the design if needed. You may ask your friends and family to play your game and give you feedback.

When playtesting, you (designer) do not interfere. Give them the game, the rules, let them play, and just observe and take notes. Don't give instructions or explain anything (even the rules). Watch how they interact with the game, notice their facial/verbal expressions, which parts they seem to enjoy, which parts they seem to have difficulty with, and which parts they seem not to like. Take notes!

Afterwards, talk to them and get their feedback. Record the reasons for liking and disliking, the suggestions for making "bad" parts better, their impression of fair play, and so on. Take feedback!

Use your notes, combined with the feedback, to alter the design if you think necessary.

Iterate through these two processes (design-playtest) until you feel the mechanics are all set and "complete".

Note1: You may refer to the chapters in the textbooks for more about playtesting.

Note2: Since Homeplay 2, we are fleshing out the "high concept document" to make a "treatment".