# NM4226

## **HCI and Interactive Arts/Entertainment Design**

## Assignment 2 (10%)

Propose both the interface and game mechanics for a game that involves the core value of "togetherness". As you develop the design, consider the ways in which the *objects* of the player's actions, the *motives* which guide the player's actions, and the *tools* provided by the user interface work together to form activities which embody this value. Also consider how these activities relate to the overall values of *progress* and *play*, and how they impact the *playability* of the game, and the player's desire to *continue playing*.

Your game must consist of a *one or more* objects that are controlled by the player, and any number of other objects (which may be a of single type or several different types) that respond to the player in some way. The game can only consist of a single (optionally scrolling) screen, and the visuals for in-game objects are limited to simple geometric shapes.

Present the design as a screen mockup, accompanied by a set of rules describing 1) the player's overall goal, the main obstacle or difficulty, and the core mechanic which the player uses to overcome this obstacle; 2) the user interface (controls); and 3) the behavior of the other (non-player) objects, including how they respond to the player. Together with the design proposal, you will write a short *reflection* discussing how your design addresses the design brief, with reference to the readings from weeks 4 and 6.

#### **Deliverables**

#### 1. Description of your design:

A short (1-2 paragraph) description of the design, describing your overall approach and intentions, the target platform, and any other information that may help to clarify your design.

### 2. Screen mockup and rules

A visual presentation of your design, together with details of rules, gameplay and user interface components.

#### 3. Reflection:

A short (500-word) reflection on your response to the design brief.

All three items should be included in a single file (.doc or .pdf), and uploaded to the IVLE workbin by **23:59**, **Sunday**, **17 February**, **2013**. Be prepared to share your designs with the class in week 6.