Dev Session Overview

# Goals For Today

1. **Talk about what makes a good game.**

-Challenge

-Doing something different

-Ability to progress character

-Plot Twists

-Takes time to master

-Build on game mechanics

-Semi-engaging story

-Fucks with player

-Puts you in world, engaging

-Fun

-Addicting

-Relatively simple

-Good perspective

-Good flow

-Adventure, exploration

-Fear of failure

-Unlock different parts of game

-Gather resources

-Good Antagonist (i.e. Captain Hook, Joker, Safaroff, Gannondorf, Bowser, Andreas, Nemesis, Krauser)

-Trial and Error

-Replayability

-Competitive

-Good music

1. **Thinking realistically, what parts of that do we want in our game?**

-Simple

-Addicting

-Challenging

-Good Music

-Gather resources

-Secrets

-Some story

-Good Antagonist

-Exploration

-Manipulation

-Puzzle Game

-Fucks with player

-Trial and Error

-Fear of failure

-Good flow

-Boss Battles?

-Keep it fresh

-Good amount of content

1. **Determine presentation of the game (Art, graphics, story, environment)**

-Environment: Data, electronic, changing themes like dark, creepy, bizarre, upbeat, colorful, cameos of other games, simplify or expand graphics, neon

-Graphics: Vector images

-Story: Start up really cheesy game, (Kittens 3000) anti-virus man pops out, asks for help against virus. Plot twist? Character turns out to be bad. Enemies turn out to be good. Trap character in Kittens 3000.

-Music: techno, electronic feel, thrown twists of classic video game music, recognizable theme

1. **Better define what the gameplay will be like.**

**Platforming/Puzzling**

-Build your own environment to solve puzzles and overcome enemies/obstacles

-Limited resources

-Overall resource bar, goes down as you use more items or delete them, better resources drain more of the bar

-You can re-arrange resources you’ve placed until you’ve touched them

-Run out of bar, sent back to checkpoint

-Introduce more and different resources to keep gameplay fresh

-Resources depend upon environment (water level, chase level, boss level)

-Bonuses that increase your resource bar, must find

-Start simple, become more complex

-Tutorial stage (Kittens 3000)

-Gravity shift to mix up gameplay

-Switch off whether or not to build all at once or build as you go

-Multiple ways to beat level

-Screen by screen for most part, some scrolling

-Combine resources together

**Enemies**

-Emphasis on evasion

-Defeat/trap using building skillz

-Use enemies to platform

-Enemies are in accordance to mood of the level

1. **Determine our resources (what skills do we have?)**

-C++ experience, Java, Python, Gamemaker experience, some art skills, animation, musician,

1. **What platform should we make the game on?**

-Gamemaker

1. **Decide what our time frame is.**

-Basic version of game after semester

1. **Can we meet outside of dev session?**
2. **Divide up on working on sections of the game.**