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CSS 385 Intro to Game Development

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**Game Design Principles One-Pager**

**Prioritizing Accessibility**

Accessibility is one of the most important ways of gathering a strong player base. Accessibility can be a general term, but different forms of accessibility include platform compatibility, control settings, flexible technical requirements, and more. If your game can be played by more players, it is more likely to have a greater chance of finding an audience. It is also possible that a game can be too accessible to the point where its appeal is so broad that it struggles to find an audience who truly resonates with it. I hope to make my game as accessible as possible to PC players.

*Minecraft* has always been known as a game that appeals to a broad audience of many different age groups. *Minecraft: Bedrock Edition* further increased this accessibility by allowing cross-platform gameplay between people playing on devices that range from PC to Xbox to their phone (Tynker Blog). The easy-to-learn controls of *Minecraft* and its basic gameplay also helps towards making it more accessible.

**Emphasis on Immersion**

Immersion can help give a game appeal and further invest the audience into its world or story. There may be aspects of a game that are not as appealing as a developer may hope, but the inclusion of an immersive environment can help make up for this difference. Some games prioritize immersion to a point where the technical requirements of the game make it inaccessible. I plan to utilize immersion in subtle ways that do not make the game technically inaccessible.

*Red Dead Redemption 2* is a game known for its beautiful graphics and absurdly realistic depiction of late-nineteenth century America. Players around the world spend hundreds of hours exploring the wilderness and the various towns just to see the hidden details placed into each facet of the explorable open world (Wilson). Some would argue that *Red Dead Redemption 2* lacks compelling gameplay and that it makes up for this lack of engaging gameplay through its story and world-building.

**Focus on Artistic Cohesion**

Artistic cohesion can create visual intrigue that other games may lack. It may require additional effort and careful collaboration across an entire team, but it can be the difference between a memorable game and just another game. I plan to ensure that all UI elements in my game are cohesive and consistent.

A game like *Cuphead* is perhaps best known for its art style which is demonstrated in all facets of gameplay. The game benefits greatly from its unique visual style that also helps its marketability.

**Works Cited**

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