

Games





Definition of Game



A game can be defined as a rule-based formal system with a variable and quantifiable outcome,

- outcomes are assigned different values,
- the player exerts effort in order to influence the outcome,
- the player feels attached to the outcome,
- and the consequences of the activity are optional and negotiable





? Is there a
formula to design a
killer game?

NO



Creative process for designing games

Asthetic (Ae)						Art (Ar)	Coding (Co)
Fun (Fu)						Interface (In)	Strategy (St)
Character (Cr)	Addiction (Ad)	Story (St)	Mechanic (Me)	Genre (Ge)	Reward (Rw)	Planning (Pl)	
Levels (Lv)	Audio (Au)	Originality (Or)	Feel (Fe)	Pacing (Pa)	Feedback (Fe)	Testing (Te)	

Rules/Game Mechanic

What all games share with one another is rules.

In video games, rules can also be thought of as the game's "mechanic"

The mechanic of a first person shooter (FPS) game is shooting things.

The action of the game is defined by the mechanic of

- damage
- aiming
- running
- jumping
- hiding

The game mechanic is also informed by the rules of the world,

- what you can and cannot shoot,
- how much damage you can inflict or sustain, and so on



Minor additions to game rules

such as

- time limits,
- proximity,
- agreements of fairness,
- speak to the discipline of game design



RULES

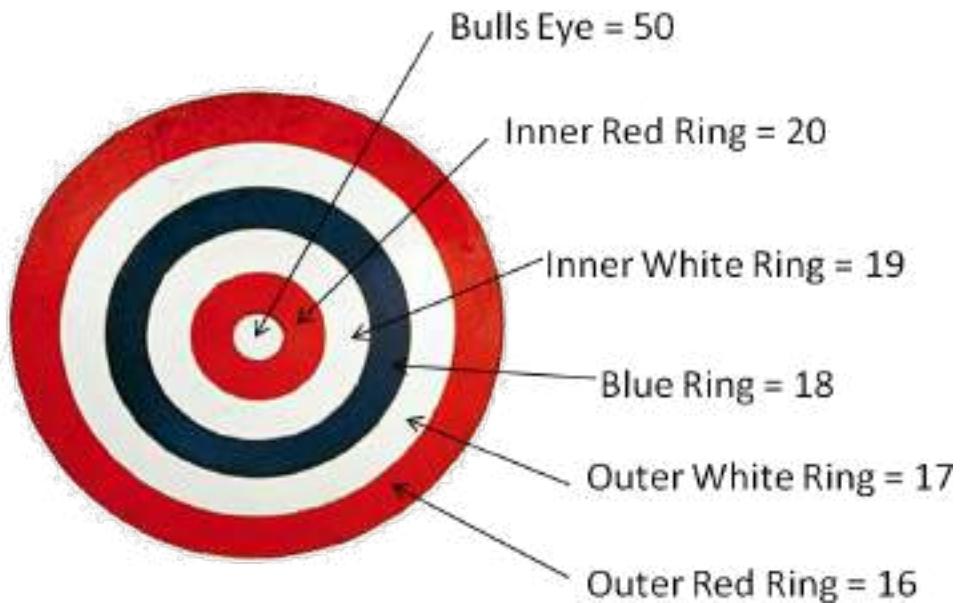


Activity 3: Using Miro

Take a game and dissect its game rules and mechanics

What do the rules tell you about the game?

How do the mechanics support and enhance both the rules and the gameplay?



Divide into teams

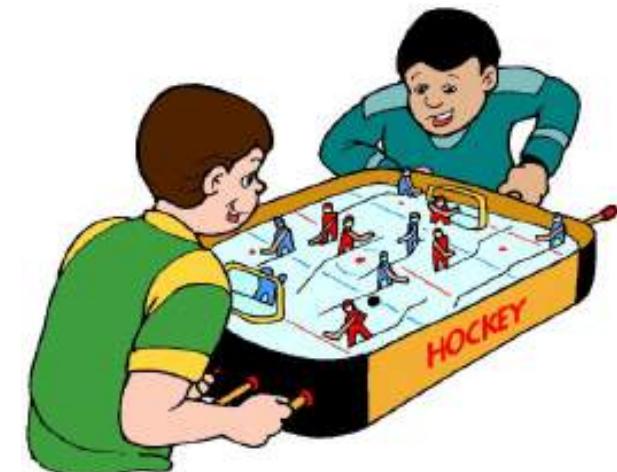


From a “core” game such as tag emerge variants such as “stick in the mud,” which is the same game but with the twist that tagged players are stuck and another “free” player must tag them to liberate them from the imagined “mud.” The goal of the “it” player here is to entrap all of the active players in order to “win.”

From variations on a core mechanic, more games evolve. This is a phenomenon that is common to game design

Activity 1 :Using Miro

Each team brings out 2 core games and tell the variants available as video games



What is Play ?

- A free activity standing quite consciously outside “ordinary” life.
- An activity connected with no material interest, and no profit can be gained by it.
- Proceeding within its own proper boundaries of time and space according to fixed rules and in an orderly manner.
- Play, unlike real life, can take place anywhere and for any amount of time. Play is controlled and excludes those not playing the game.
- Play is essentially a reward unto itself.



Activity 2: Using Miro

Do you take Social Media as a game? If yes List down the rules/mechanics of this game.