



CART 315

GAME PROTOTYPING

M Bethancourt

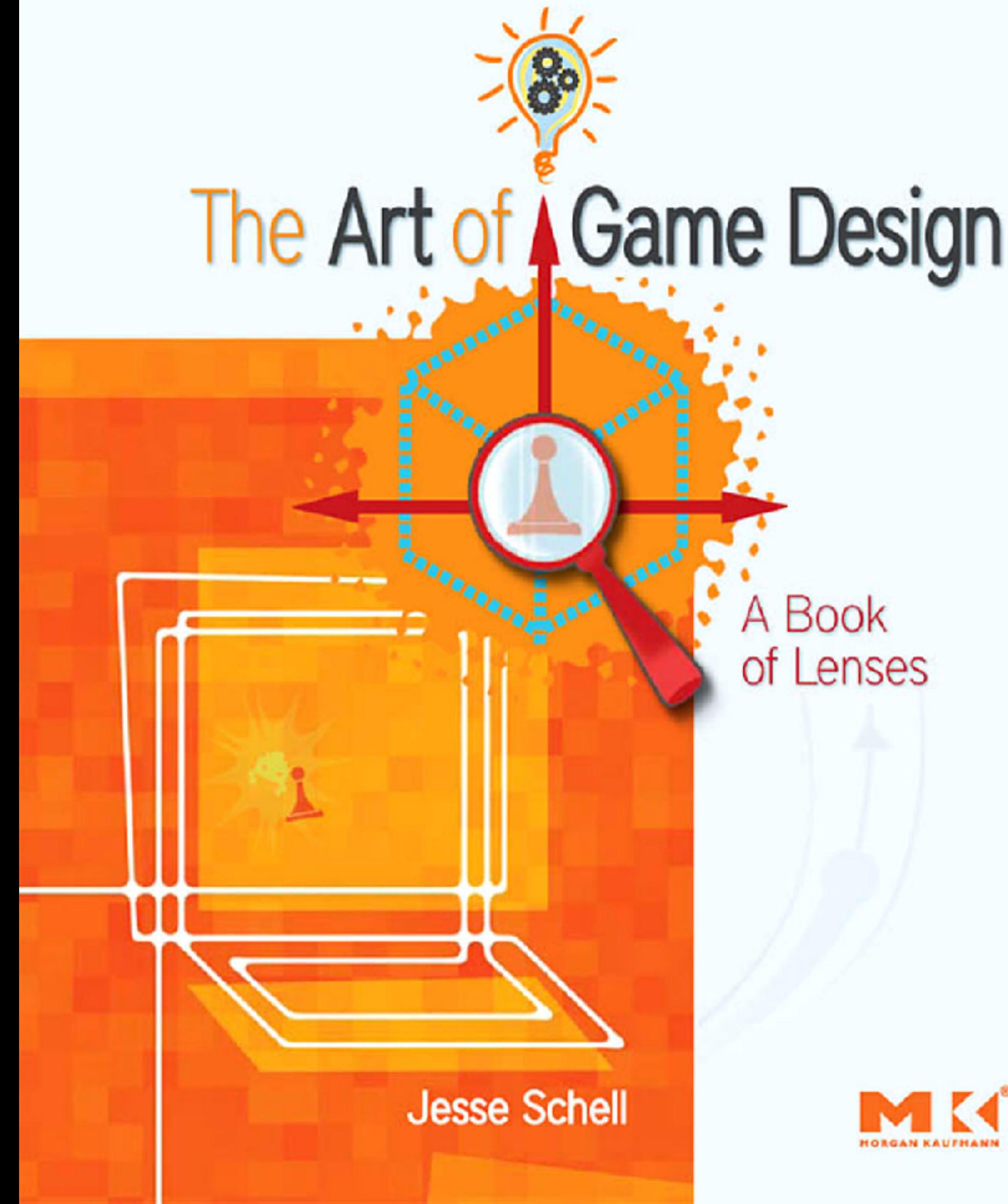
CONCEPTUALIZING

or, “how to get ideas for games”

INCUBATION







LENS #14: THE LENS OF THE PROBLEM STATEMENT

JESSE SCHELL

- = **What Problem, or problems, am I really trying to solve?**
- = **Have I been making assumptions that really have nothing to do with the purpose?**
- = **Is a game even the best solution? Why?**
- = **How will I be able to tell if the problem is solved?**

EXAMPLE PROBLEM STATEMENTS

- How can I make a board game that uses magnets in an interesting way?
- How can I make a video game that tells the story of Hansel and Gretel
- How can I make a game that feels like a surrealist painting?
- How could I improve on Tetris?





Każdy gracz ma muje cztery 10-groszówki, trzy 20-groszówki, dwie 50-groszówki i jedna złotówkę. Odkłada je do "rezerwy" po swojej stronie planszy.

COIN AGE

the Gentle Wood

the Silver City

Cedarcille

Plains of

Hollow Dumb

Grey Hills

Stone Rock

I
II
III

1. Wylosuj gospodarza gry.
2. Wylosuj 1 gracza jako historyka.
3. Wylosuj 1 gracza jako archeologa.
4. Wylosuj 1 gracza jako arystokratę.

Wylosuj 1 gracza jako historyka.
Wylosuj 1 gracza jako archeologa.
Wylosuj 1 gracza jako arystokrata.







DESIGN VALUES

DESIGN VALUES

IVAR HOLMES

- AESTHETIC
- SOCIAL
- ENVIRONMENTAL
- TRADITIONAL
- GENDER



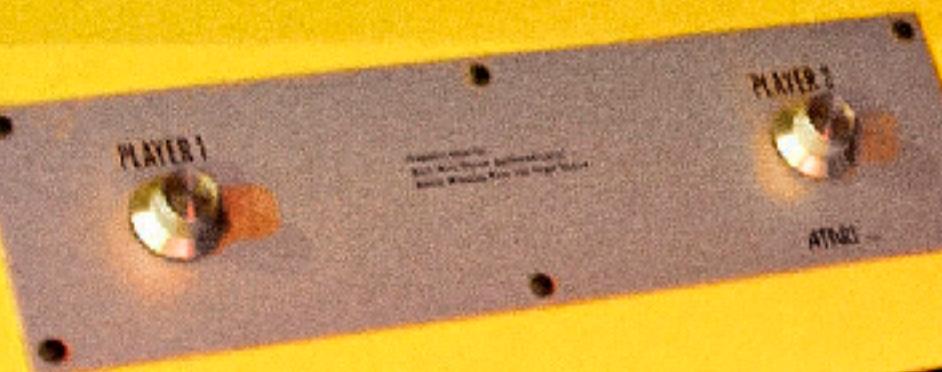


DESIGN VALUES

MACKLIN / SHARP

- **Experience**
- **Theme**
- **Point of View**
- **Challenge**
- **Decision-making**
- **Skill, strategy, chance, and uncertainty**
- **Context**
- **Emotion**

PONG



EXPERIENCE

- What does the player do when playing? What does the player get to do? And how does this make the player feel physically and emotionally?

THEME

- What is the game about? How does it present this to players? What concepts, perspectives, or experiences might the player encounter during play? How are these delivered? Through story? Systems modeling? Metaphor?

POINT OF VIEW

- What does the player see, hear, or feel? From what cultural reference point? How are the game and the information within it represented? Simple graphics? Stylized geometric shapes? Highly detailed models?

CHALLENGE

- What kind of challenges does the game present? Mental challenge? Physical challenge? Or is it more a question of a challenging perspective, subject or theme?

DECISION-MAKING

- How and where do players make decisions? How are decisions presented?

SKILL, STRATEGY, CHANCE, AND UNCERTAINTY

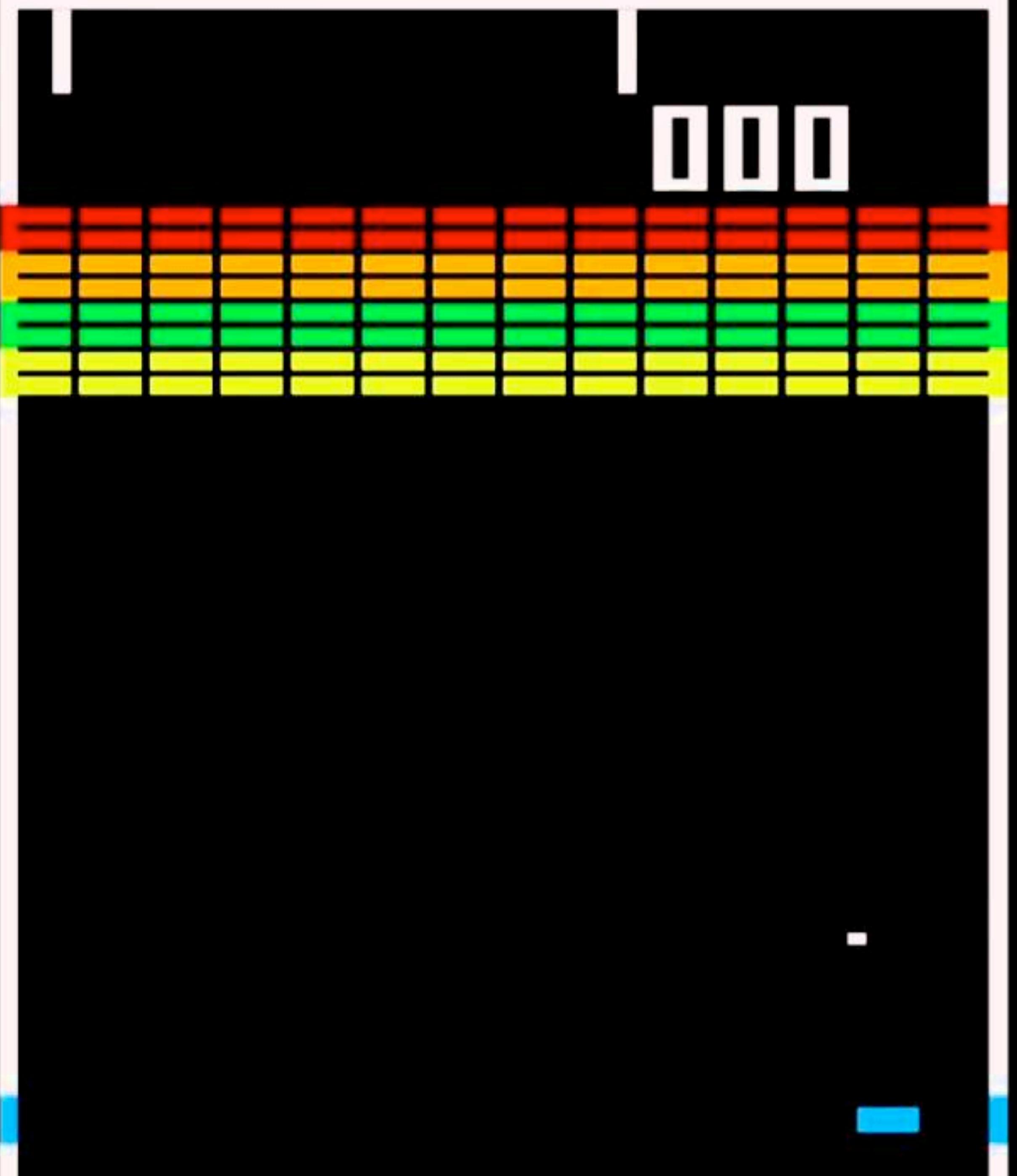
- What skills does the game ask of the player? Is the development of strategy important to a fulfilling play experience? Does chance factor into the game? From what sources does uncertainty develop?

CONTEXT

- Who is the player? Where are they encountering the game? How did they find out about it? When are they playing it? Why are they playing it?

EMOTION

- What emotions might the game create in players?





GAMES, DESIGN and PLAY

A DETAILED APPROACH TO ITERATIVE GAME DESIGN



Colleen **MACKLIN** | John **SHARP**

IDEATION

CONTEXT

- State a Challenge (Constraints)
- No Criticism
- Quantity over Quality

STEVEN
JOHNSON

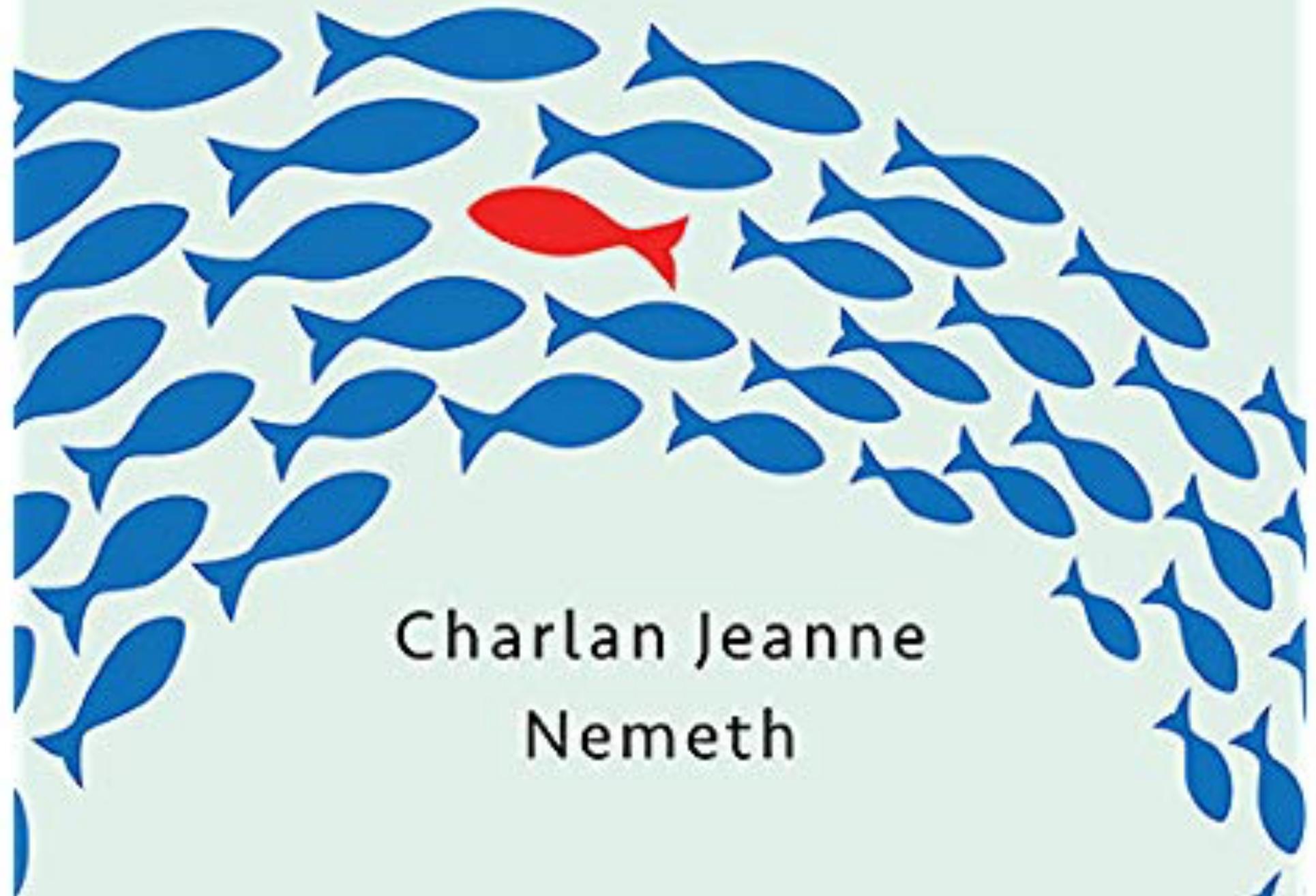
WHERE GOOD IDEAS
COME FROM

THE NATURAL
HISTORY OF
INNOVATION

FROM THE BESTSELLING
AUTHOR OF *EVERYTHING
BAD IS GOOD FOR YOU*
AND *THE INVENTION
OF AIR*

IN DEFENSE OF TROUBLEMAKERS

**The POWER of DISSENT
in LIFE and BUSINESS**



Charlan Jeanne
Nemeth

CONTEXT

- State a Challenge (Constraints)
- Feel free to debate, even criticize
- Quantity over Quality

SPRINT

how to
SOLVE BIG PROBLEMS
AND TEST NEW IDEAS
IN JUST FIVE DAYS

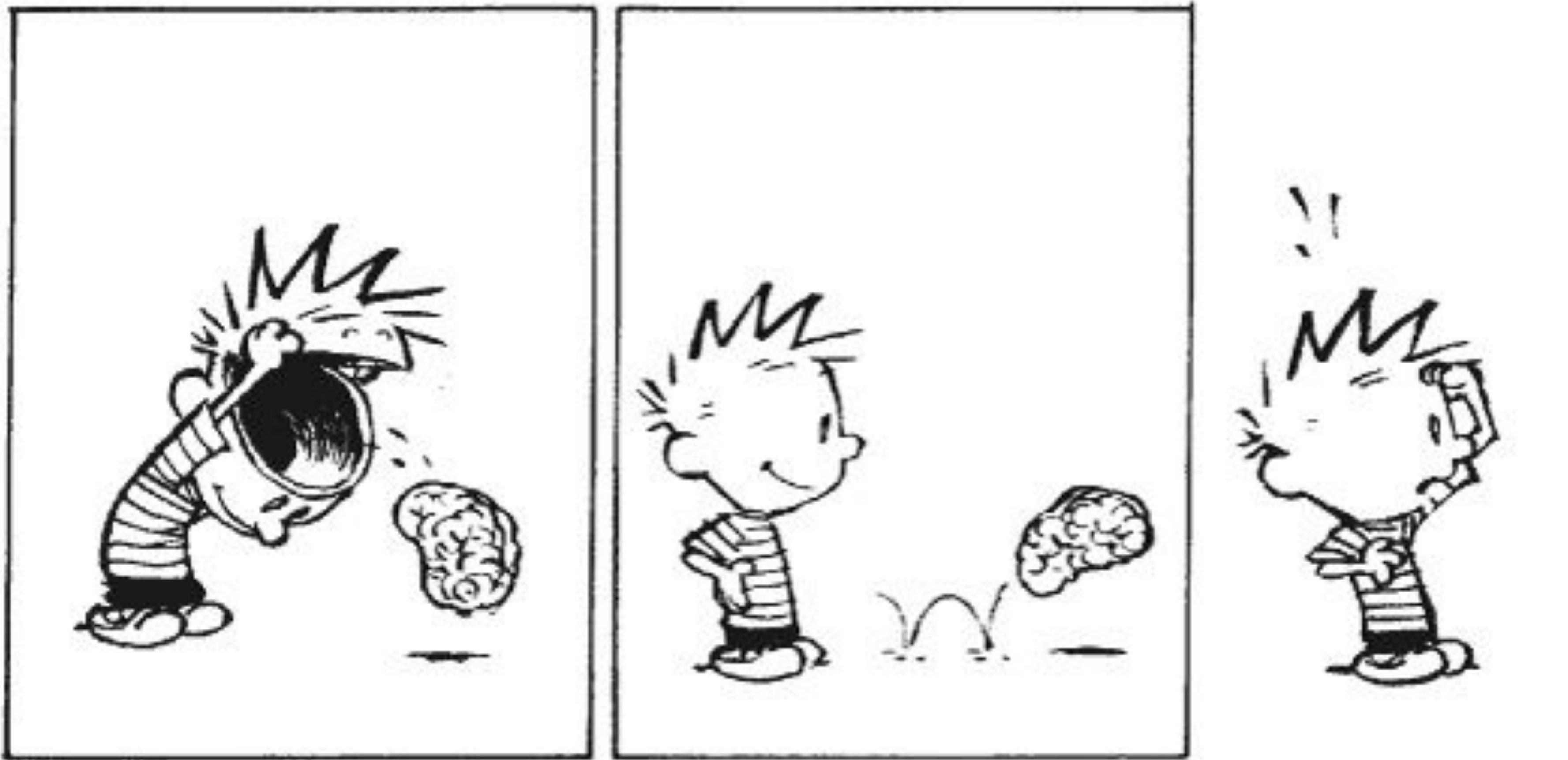
JAKE KNAPP

WITH JOHN ZERATSKY & BRANDEN KOWITZ
from GOOGLE VENTURES

TECHNIQUES

ICEBREAKER

**Go around the circle and have each team-member
make the sound of their favorite animal**



CALVIN & HOBBES © BIL WATTERSON

BRAIN DUMP —



HEAVY METAL BRAINSTORMING LIST

- | | |
|----------------------------------|-----------------------------------|
| gray, silver, gold, black | tour busses, groupies |
| smoke, dark, moody | beer, beer bottles strewn |
| mercury | channel 38 Sirius XM |
| shiny, metal | thrash, rifts |
| loud, ears hurting, screaming | all night parties |
| music, beat, bass | 30% of my iTunes library |
| long hair, big hair | power metal (dragons, gargoyle |
| ripped jeans | statues, medieval arches, lots of |
| leather | candles) |
| stage, theatrical | black metal (inverted pente- |
| bright lights, flashing lights | grams, upside down crosses, |
| electric guitars, broken guitars | spikes everywhere) |
| double bass drums, drums | folk / viking metal (drinking |
| drums with glass protectors | horns, swords and axes, goblets, |
| pyrotechnics | candles) |
| anvils, hammers, plow | old-fashioned heavy garden tools |
| rustic style garden | glam metal (kiss posters, lots of |
| strong, hard, power | gold and animal prints) |
| wrought iron, chains | traditional metal (harley david- |
| fists, fists in air | son memorabilia, gig posters, |
| head banging | flying V's) |
| gritted teeth, the devil | death / gore metal (gory Hallow- |
| motorcycles, speed | een decorations, skulls, horror |
| trashed hotel rooms | posters, surgical implements) |
| walkmans | |

HYBRIDS



Drone

STREET

Tourists

Beacon

Sign

Library

Bartender

Recept

Café

Supernova

Cocktail



letter / long /

re / happy /

blissful /

joy / free /

fun /

**SPEED
DATING**

IMPOSE CONSTRAINTS

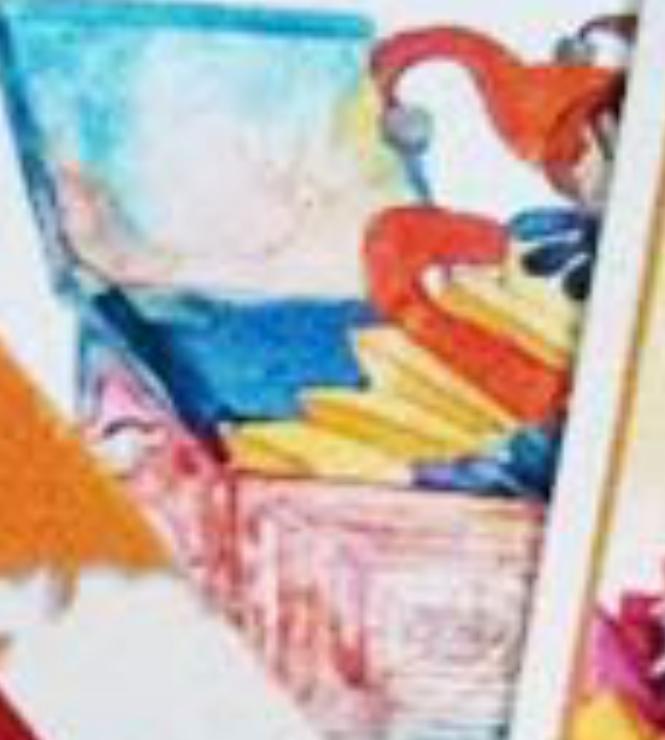




The image shows the front cover of the book 'The Art of Game Design: A Deck of Lenses' by Jesse Schell. The title is prominently displayed in large, bold, black letters. Below the title, the subtitle 'A Deck of Lenses' is written in a smaller, brown font. The author's name, 'by Jesse Schell', is at the bottom right. The background features a red border and a yellow diagonal band. There are several small, light blue diamond shapes scattered across the cover.

A Deck of Lenses

by
Jesse S.



This is the Innovation Deck

Use it to create edgy ideas, new products/services, campaigns, and projects focused on Millennials.

Triggers cards are designed to unblock creativity, ideate and run workshops.

- This deck contains:
- 60 "what if" questions
 - 4 fair play cards
 - 3 landing questions
 - 1 card with instructions

Trigger card



Innovation Deck
trytriggers.com



What if the idea was easily hackable?

Think about ways your audience could customise the solution by themselves. Let them find new ways of using your idea.



What if you used disappearing messages?

Think about messages that have a short life span and can fade out after some minutes, hours or days. Snapchat style.



What if the idea updated regularly?

Think about app updates and the idea that everything keeps on improving. Try to include that philosophy in your idea.



What if people could subscribe to the idea?

Think about monthly subscriptions like Spotify, Netflix, Dropbox and Headspace.

Trigger card



Innovation Deck
trytriggers.com





THE THING FROM THE FUTURE

WHAT IS IT?

In a

GREEN

future

In a

SAD

future

In a

STERILE

future

there is a

BREAKTHROUGH

there is a

FESTIVAL

there is a

JOB

related to

GOVERNANCE

what is it?

related to

HEALTH

what is it?

related to

IDENTITY

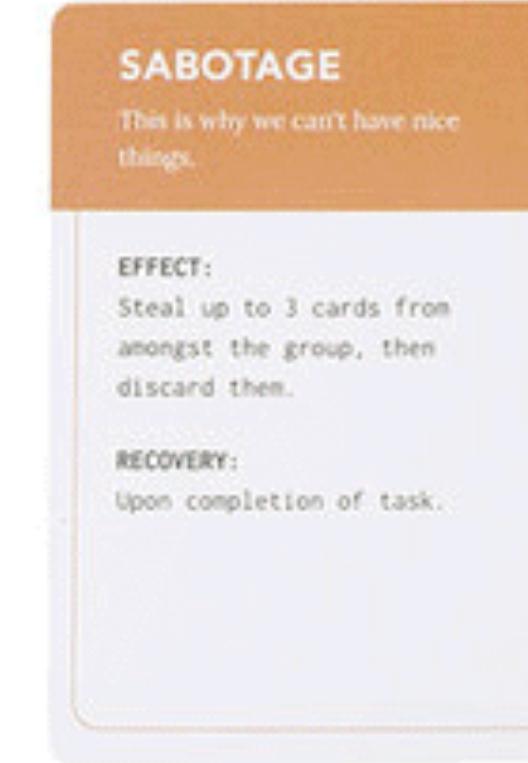
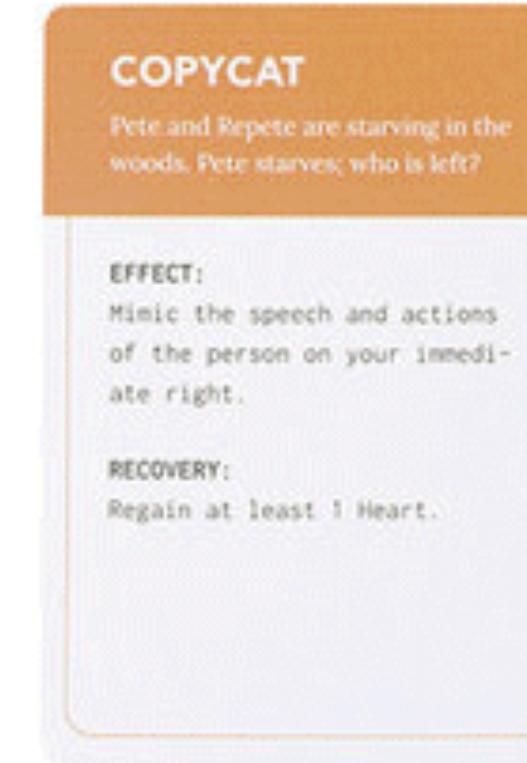
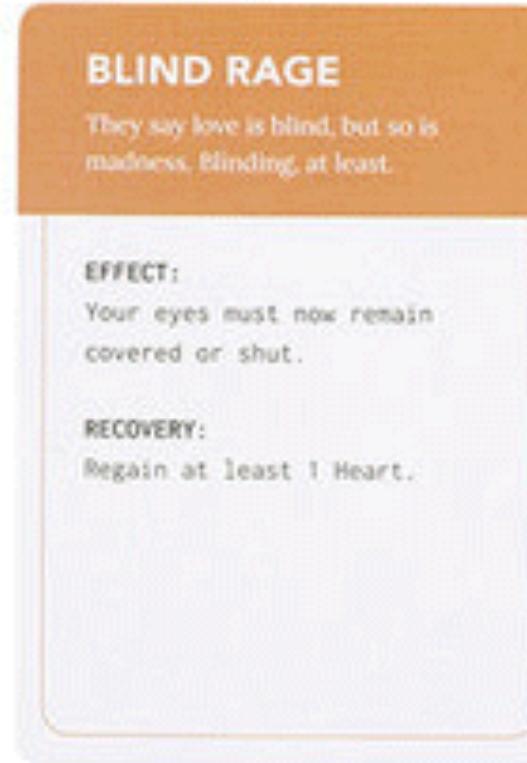
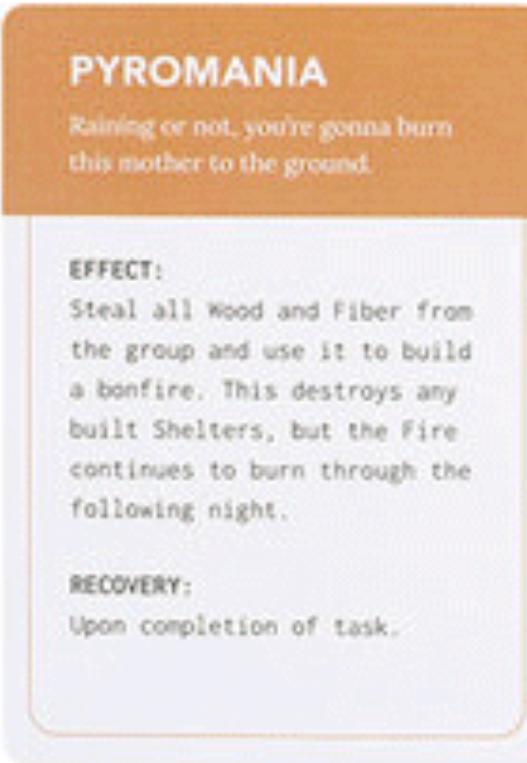
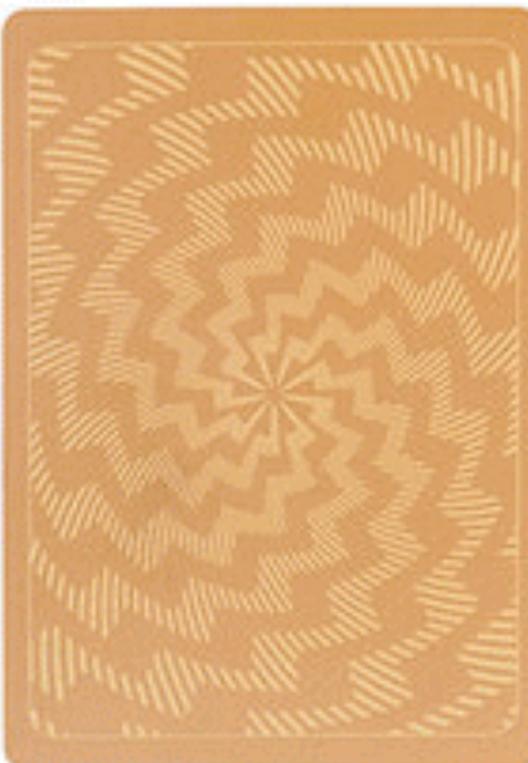
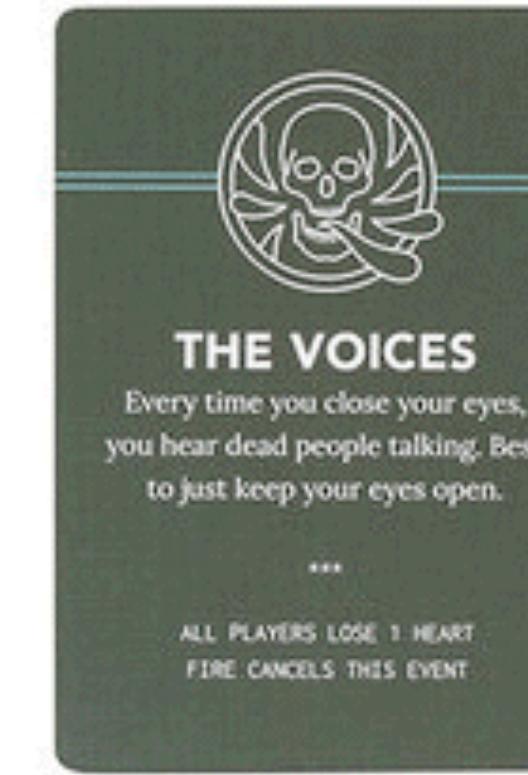
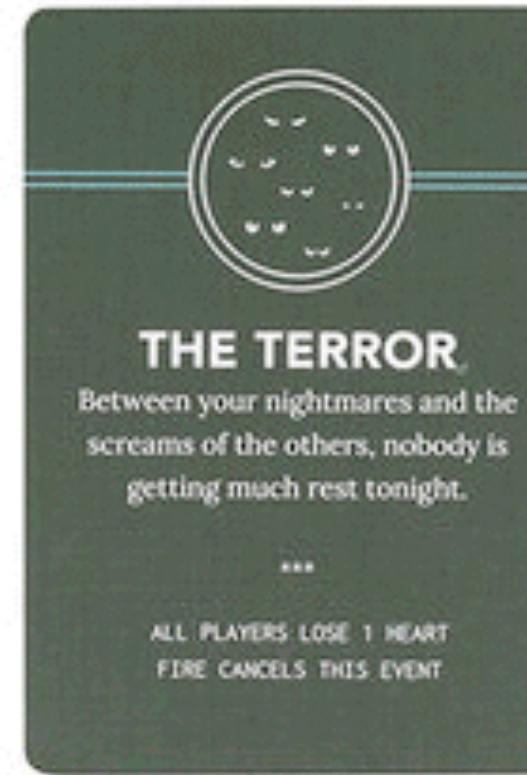
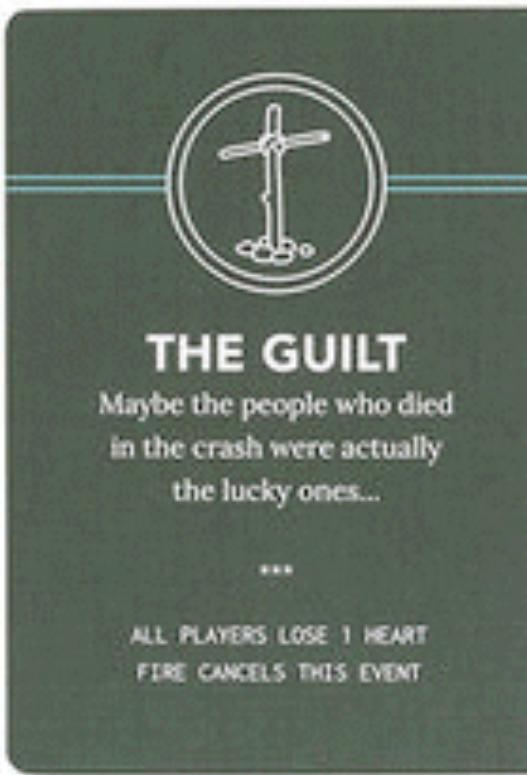
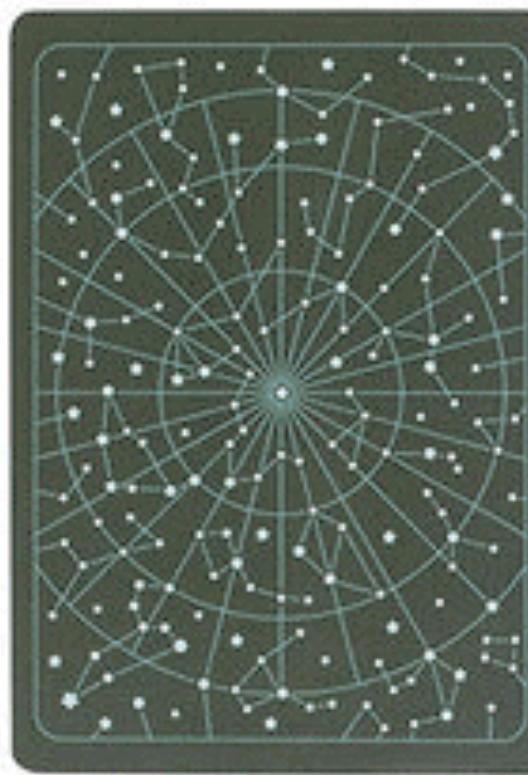
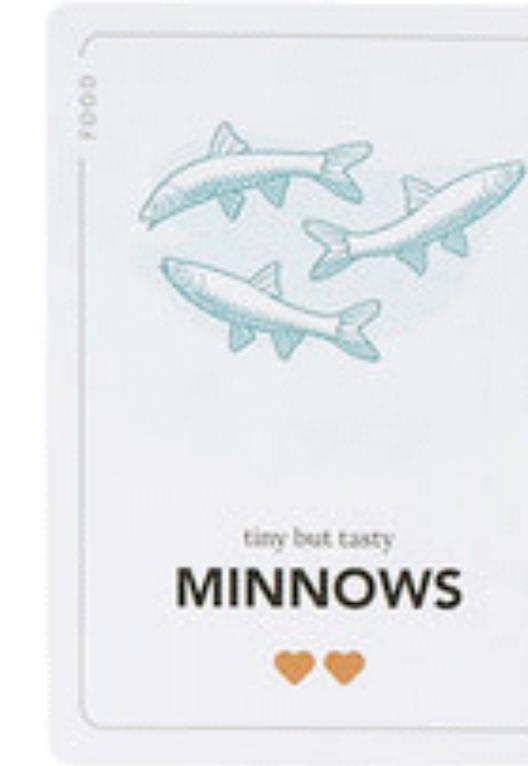
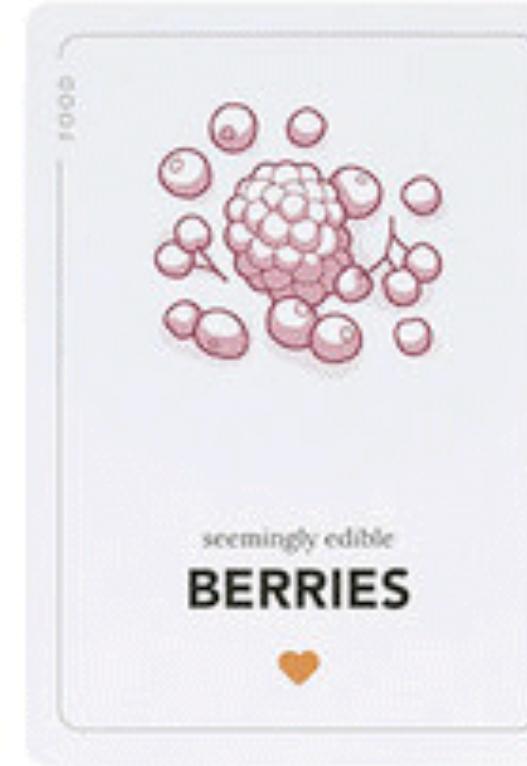
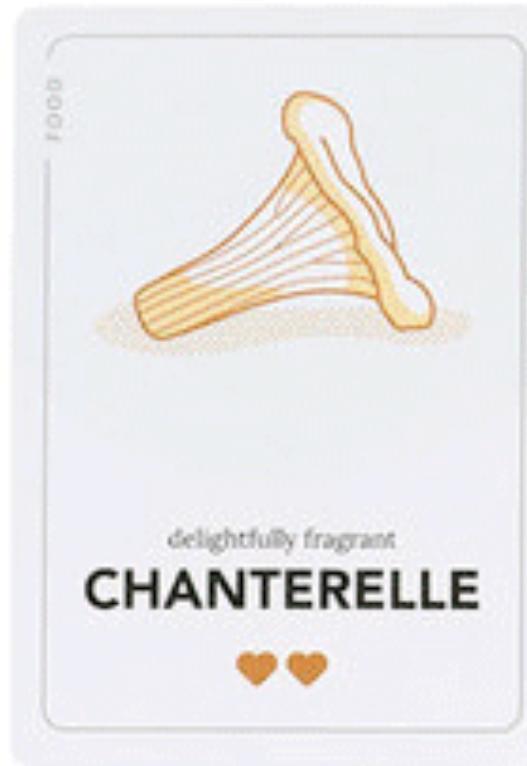
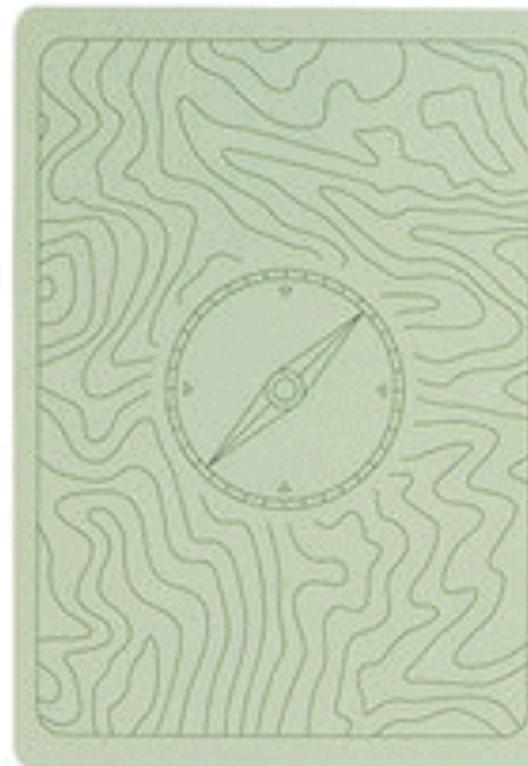
what is it?

REFINING



“I often find that people mix up the concept of a good idea with good game design.”

In my opinion, everybody has good ideas. However, very few can keep refining their ideas for years and eventually realize it as something practical.”



**FOCUS ON THE DESIGN VALUES,
SYSTEMS, AND THE PLAYER
EXPERIENCE**