

Game Design and Development

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Course overview

- ▣ Introduction to Game Development
- ▣ Principle of Game Design
- ▣ Business of Game Entrepreneurship
- ▣ Game Development for Moderns Platforms
- ▣ Game Design and Development Capston

Introduction

GAME PLAYING \neq GAME DEV



vs.



vs.



Introduction

MANY ASPECTS OF GAME DEV

DESIGN Creative Director Game Designer Level Designer Technical Designer	QUALITY ASSURANCE QA Director Test Lead Testers
ENGINEERING Development Director Technical Director Lead Programmers Developers/Programmers	PRODUCTION Exec Producer Producer Associate & Assistants
ART Art Director Lead Artist Computer Graphics Artists Technical Artist	AUDIO Sound Design Music/SFX Voice Acting

Introduction to Game Development



Brian Winn



Principle of Game Design



From the Game Idea to
the Game Production

Casey O'Donnell

Game Designer's Job

IMAGINE

COMMUNICATE

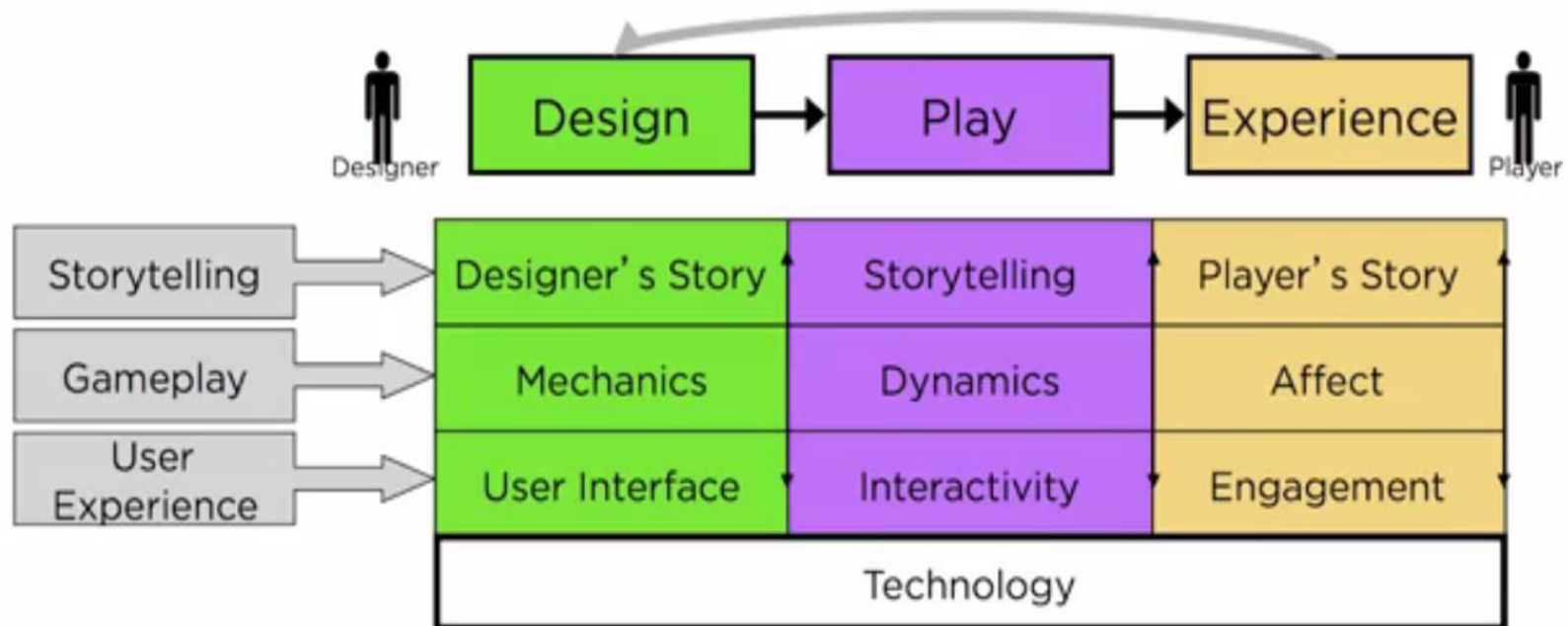
Imagine a game

- ▣ Inspiration from current and old games
- ▣ Evolution and Maturity
- ▣ Taking notes
- ▣ Experience
- ▣ Sharing with people

DPE Framework

MICHIGAN STATE UNIVERSITY

DESIGN/PLAY/EXPERIENCE FRAMEWORK



Created by Brian Winn, inspired by Robin Hunicke & Marc LeBlanc's MDA Framework

Communicate a game

- ▣ Clear idea
- ▣ Clear language and vocabulary
- ▣ Lot of details
- ▣ Explanation of reason and purpose
- ▣ Organisation in using templates
- ▣ Prototype