

CSCI 526: Mobile Games

What to expect from class

Make an original Mobile Game

- You work on a team – the inception is the idea
- You will create a game in class
 - Create an original idea
 - Put two ideas together
 - It will mutate and change – that's ok
- Instructors *guide* you, not *tell* you what to do.
 - Scott (Gameplay and presentation)
 - TA and Grader (Unity and Analytics help)

What the class provides for you

- Gameplay Instruction and Technical Guidance
- Zoom link for class
 - Meeting ID: On class blackboard
- <https://games.usc.edu/classes-mobilegames/>
 - Schedule
 - Game design doc Examples
 - Midterms and Finals Examples
 - Playable Prototypes

Mindset:

- Play mobile games in an observing mode – or youtube it
- Pay attention to
 - Engagement
 - Game features
 - Monetization strategies.
- Think about a game genre you're interested in exploring.
 - What makes them effective?
 - What's the emotional investment?
 - What makes it fun?
- Choose something you like – not AAA, you don't have time. A simple puzzle or strategy that takes 2-3 minutes to play.

Discord Channel

- General Announcements
- Helpdesk
- Team-finding
- Word-game
- Fighting-game
- Rhythm-game
- Tower-defense
- Endless-runner
- 2d-roguelike-shooting-game
- Add Your OWN

Homework

1. Look over previous class' design docs/videos
2. Join Discord Server
 1. Link on syllabus
 2. Find a team/ Make a team/Get on a team
 3. Join with friends, make a concept
 4. Join with strangers because you like their concept
3. Once you get a team, the team decides to play 3 different mobile games of a genre they are personally interested in.

Next Class:

1. Be on a team
2. Choose Team name and Team Captain
3. Email TAs with your team, the captain and their Emails.
 - Only Captains have read/write access to team schedule
 - Captains will write entire roster on their team schedule
4. Establish a basic concept for game
 - Keep it very simple
 - It will change/mutate over classtime
 - No stories! Two sentences.