

Paper Prototypes & Table Top Games

Game Design 1

What is Paper Prototyping?

Process of creating a rapid prototype of a game (or app) using non-digital means.

- Allows developers to **explain** or **test** out concepts before putting money into development
- Can be used for such things as Gameplay Mechanics, User Interface(UI), User Experience (UX), Evaluating “fun”

Paper Prototype Example: Runsii



Benefits of Paper Prototyping

- Faster than digital prototyping*
- Cheaper than digital prototyping*
- Easy to tweak/modify based on feedback
- Easy to throw out if it doesn't work ;)

*sometimes, not always!

Drawbacks of Paper Prototyping

- Not suitable for all types of games
- Hard to demonstrate complex concepts
- Some aspects hard to measure (eg: play time/pacing)
- Requires a moderator/operator
- Sometimes too elaborate (time sink)

Discussion

**Games that paper prototype well?
Games that don't?**

**What else is paper-based that could
help with game prototyping?**

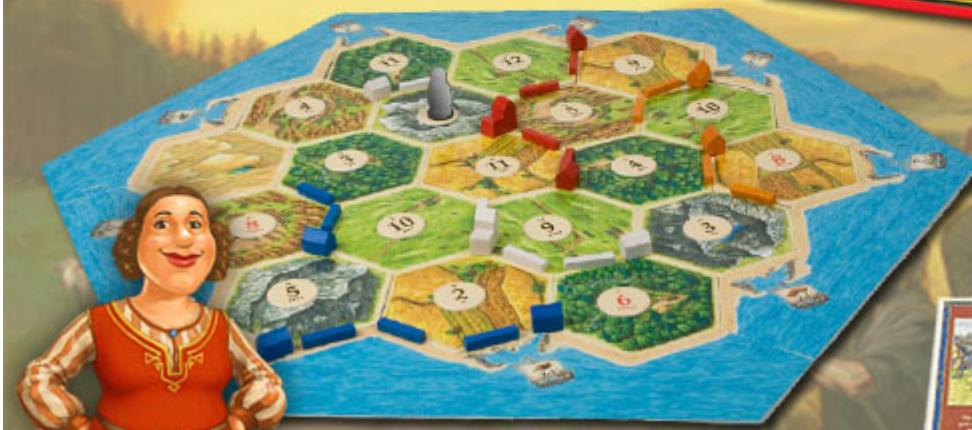
Board Games







THE SETTLERS OF **CATAN**



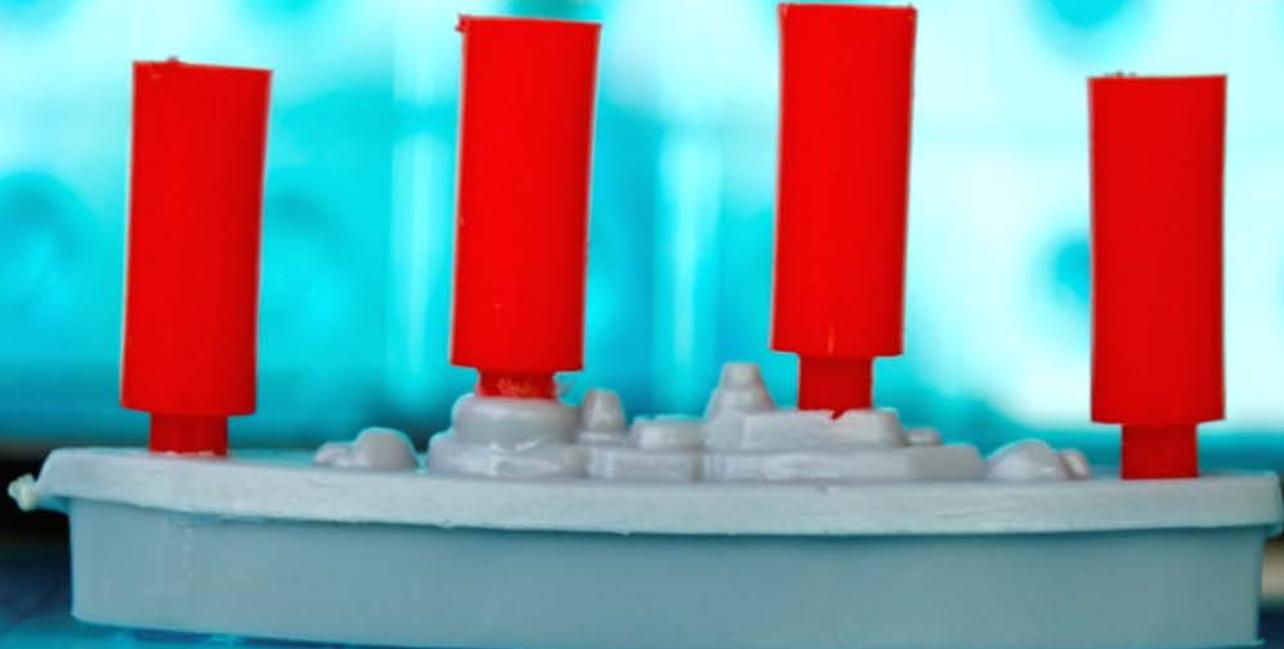
A photograph of five wooden board game pieces arranged on a white surface. There are two red pieces, one blue, one black, and one green. The blue piece is standing upright on the left. The black piece is lying horizontally in the foreground. The red pieces are stacked vertically behind the black piece. The green piece is standing upright on the right.

Why don't most adults
play board games?

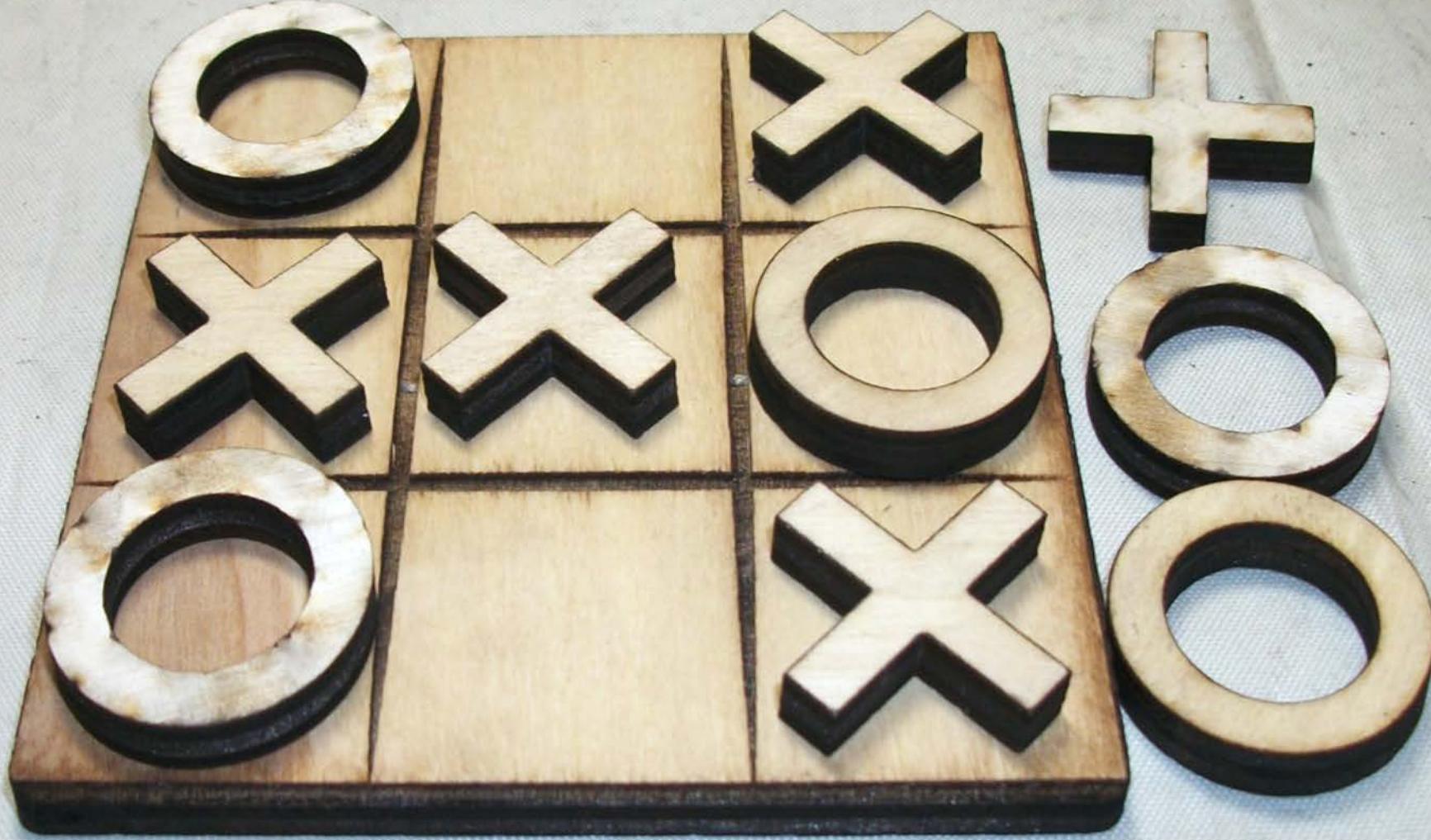














CHANCE



RK
CE

50

SHO
LIN

PRIC



A background pattern consisting of numerous red triangles of varying sizes and shades, creating a sense of depth and movement.

What board games do adults traditionally play?



Tabletop Advantages



Simplicity



Highly social



Easily modifiable



Player ownership



Clear mechanics



Tactile charm

Tabletop Disadvantages



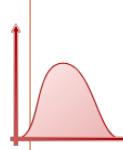
Complexity averse



Requires others



Rules confusion



Learning curve

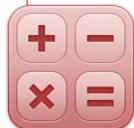


Bare gameplay



Venue constrained

Video Game Advantages



Hide calculations



Play with anyone



Embedded rules



Easy onboarding



Saving games



Animation

Video Game Disadvantages



Black box
indifference



Matchmaking



Reacquainting



Minimal investment



Abandonment



Dev time/cost

Tabletop mechanics you may not have seen

Cooperation

Pandemic



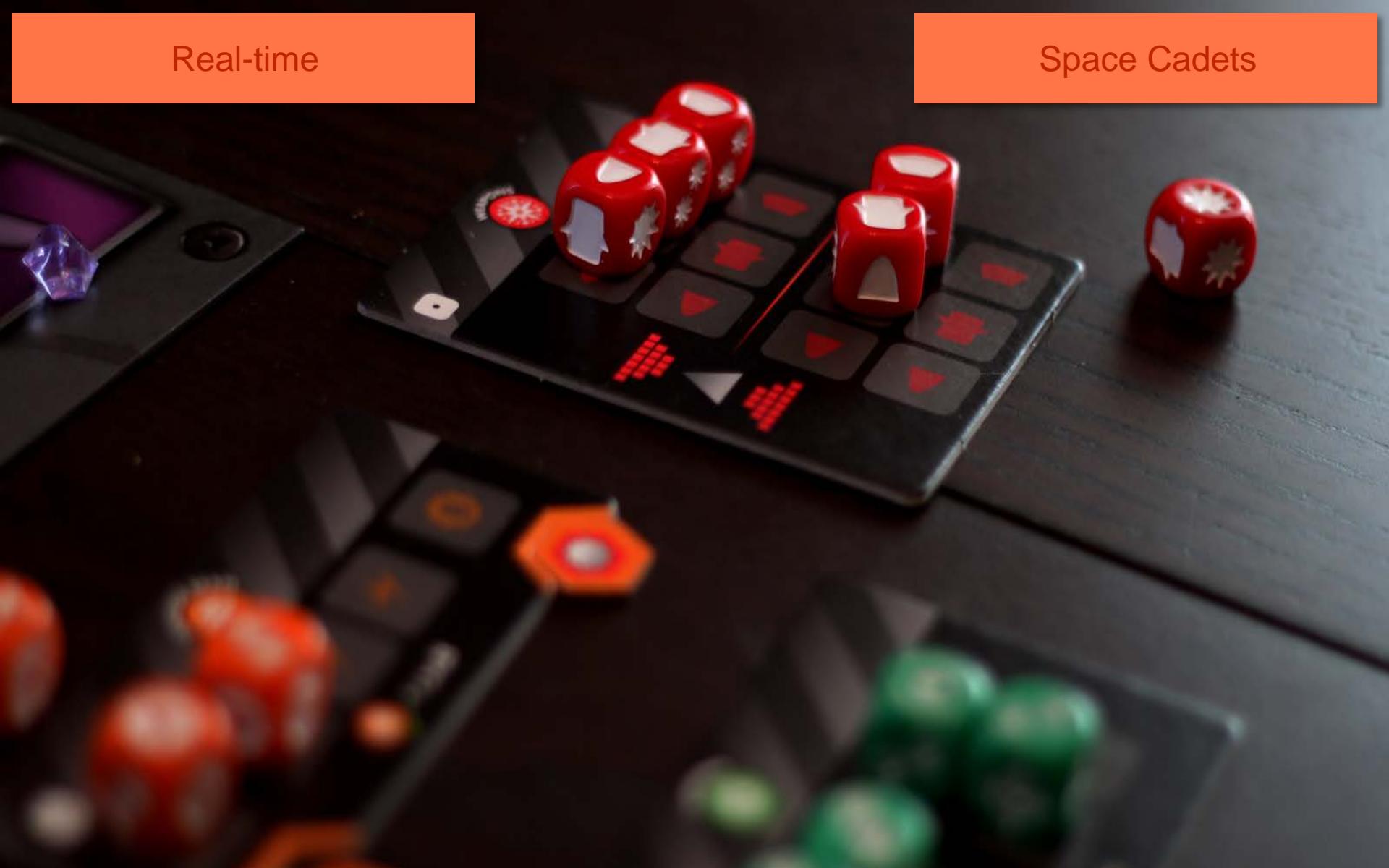
Dice

Zombie Dice



Real-time

Space Cadets



"Artificial Intelligence"

Survive



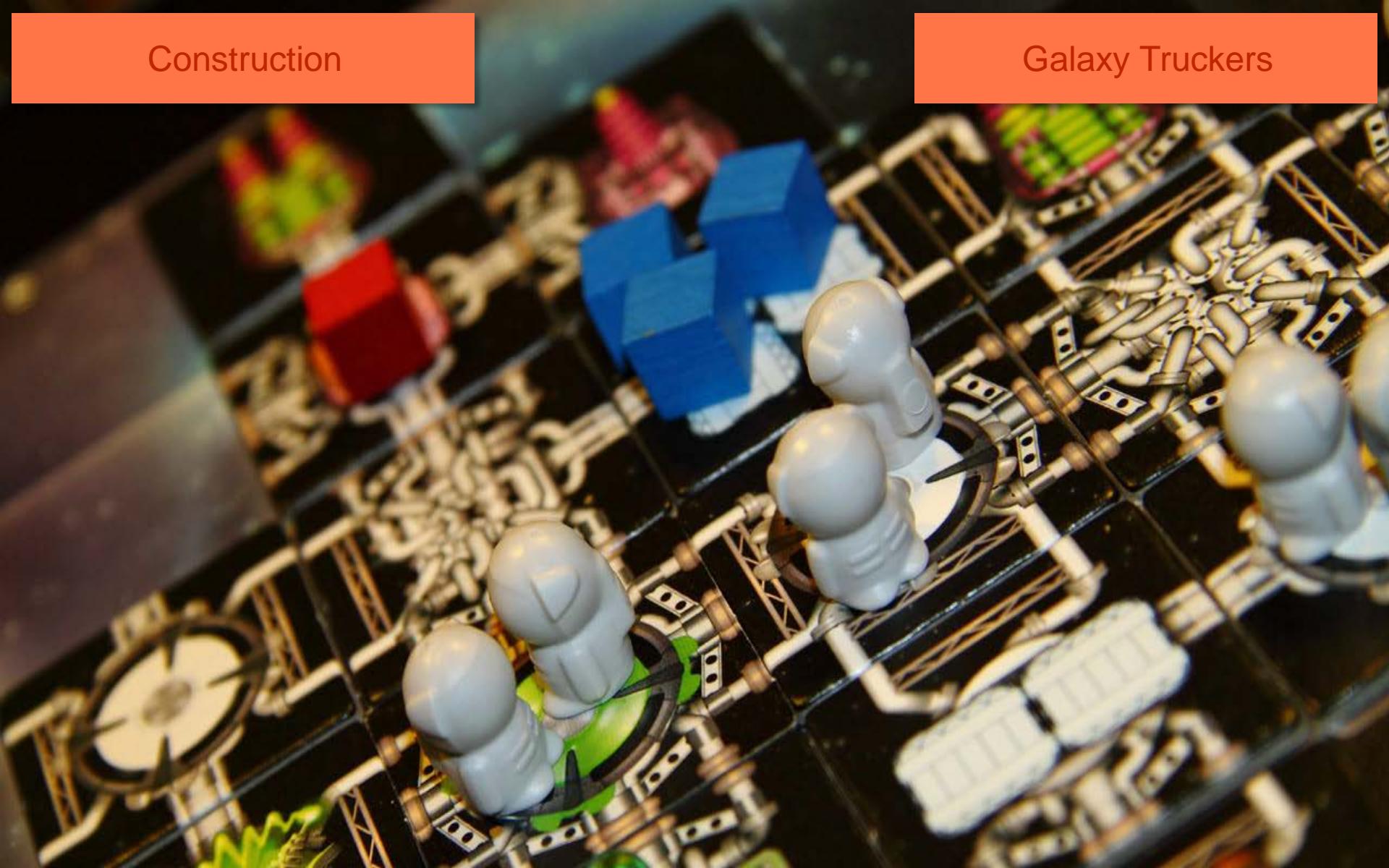
Storytelling

Rory's Story Cubes



Construction

Galaxy Truckers



Map Generating



Escape: Curse of the Temple



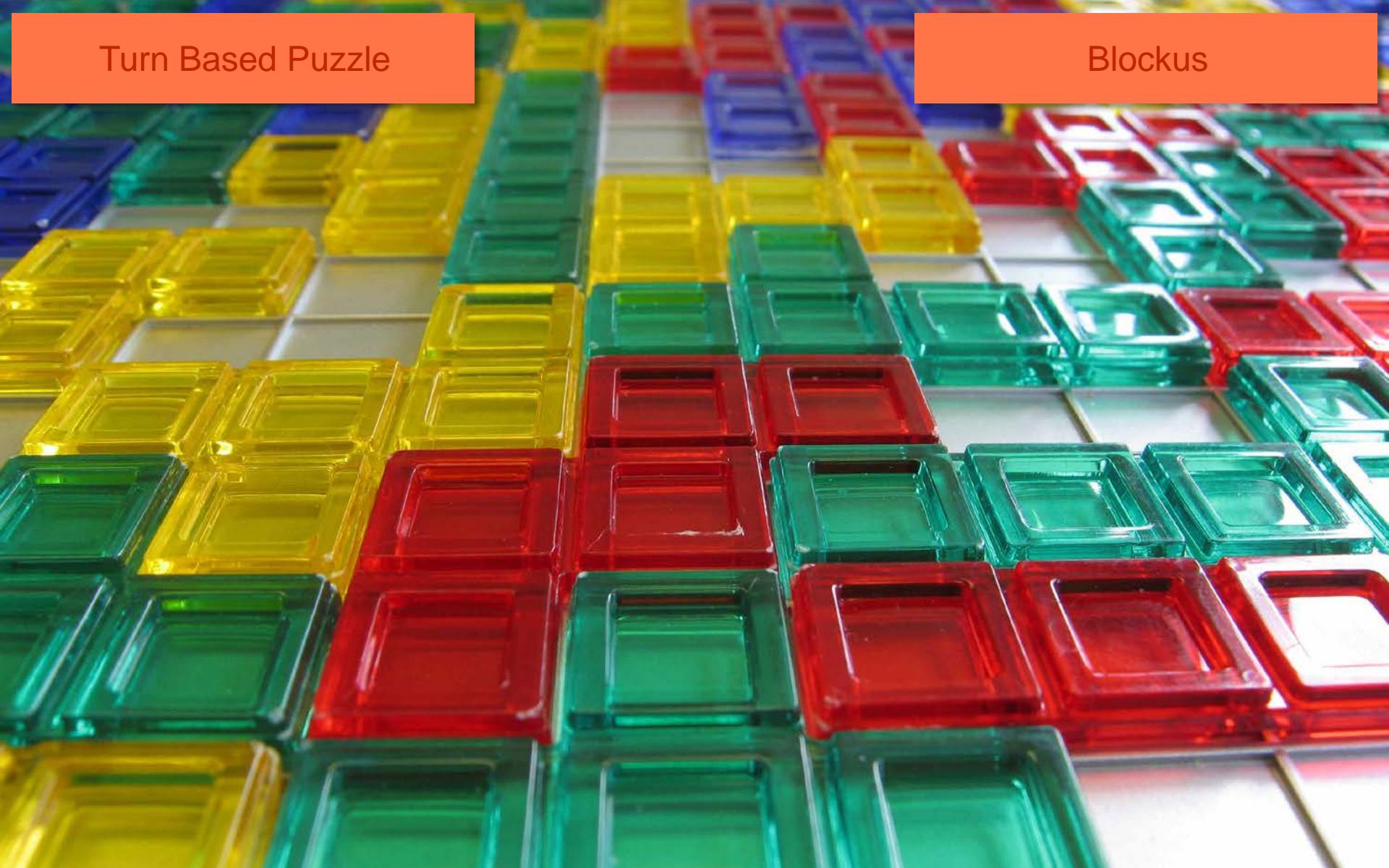
Map Revealing

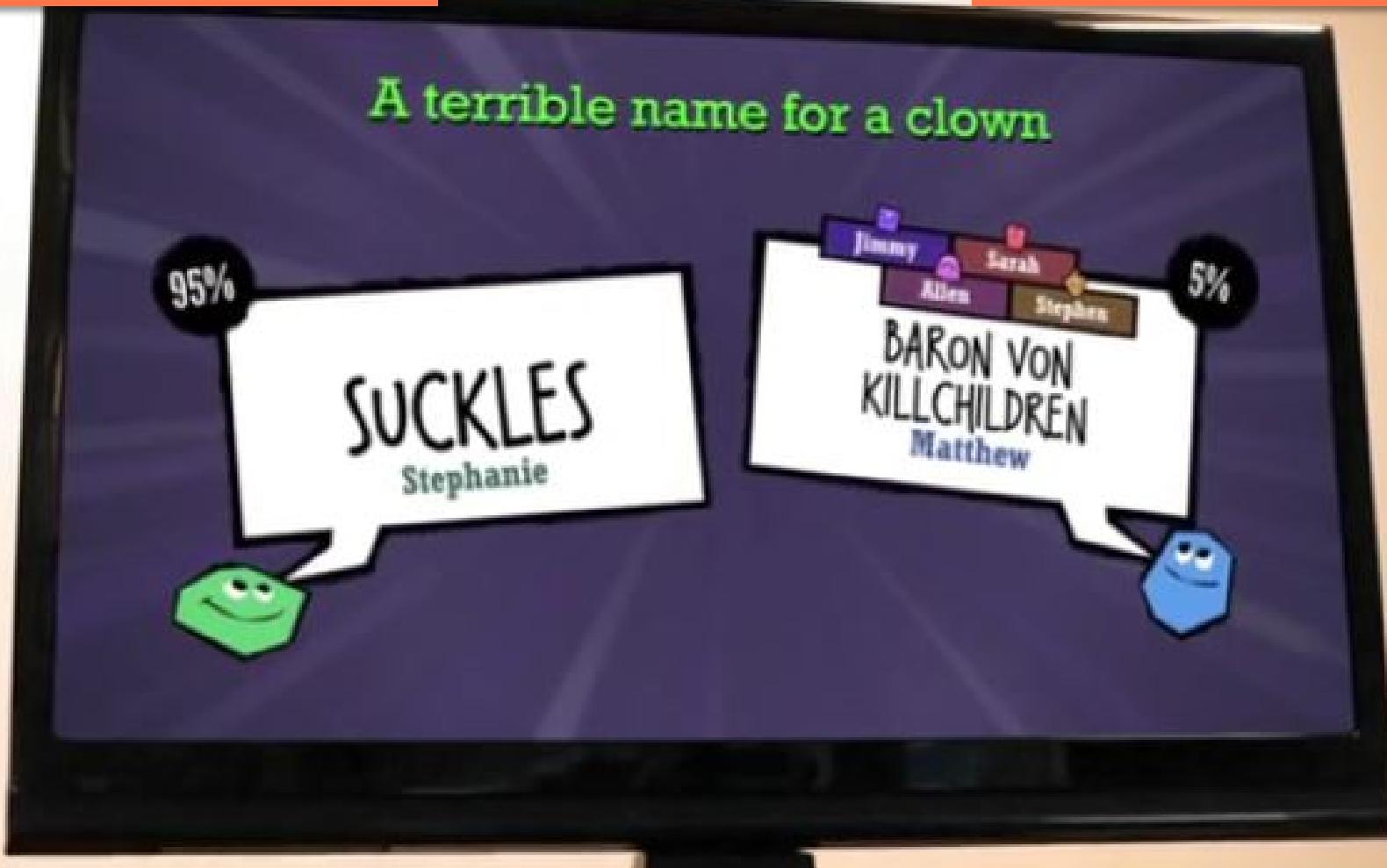
Forbidden Desert



Turn Based Puzzle

Blockus





A photograph of six wooden game pieces arranged on a white surface. There are two blue pieces, one red piece, two yellow pieces, and one black piece. The pieces have a rounded, bulbous top and a narrower base, resembling stylized human figures or pawns. The colors are vibrant and the wood grain is visible.

Tabletop games distill
mechanics to the essentials

WHAT HAPPENS NOW?

1. **Tabletop Game** (15%) given
2. **Work Period** for **MegaMaker** levels
3. Prof will visually check/feedback
Level Design Concepts