

Paper Prototypes & Table Top Games

Game Design 1



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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



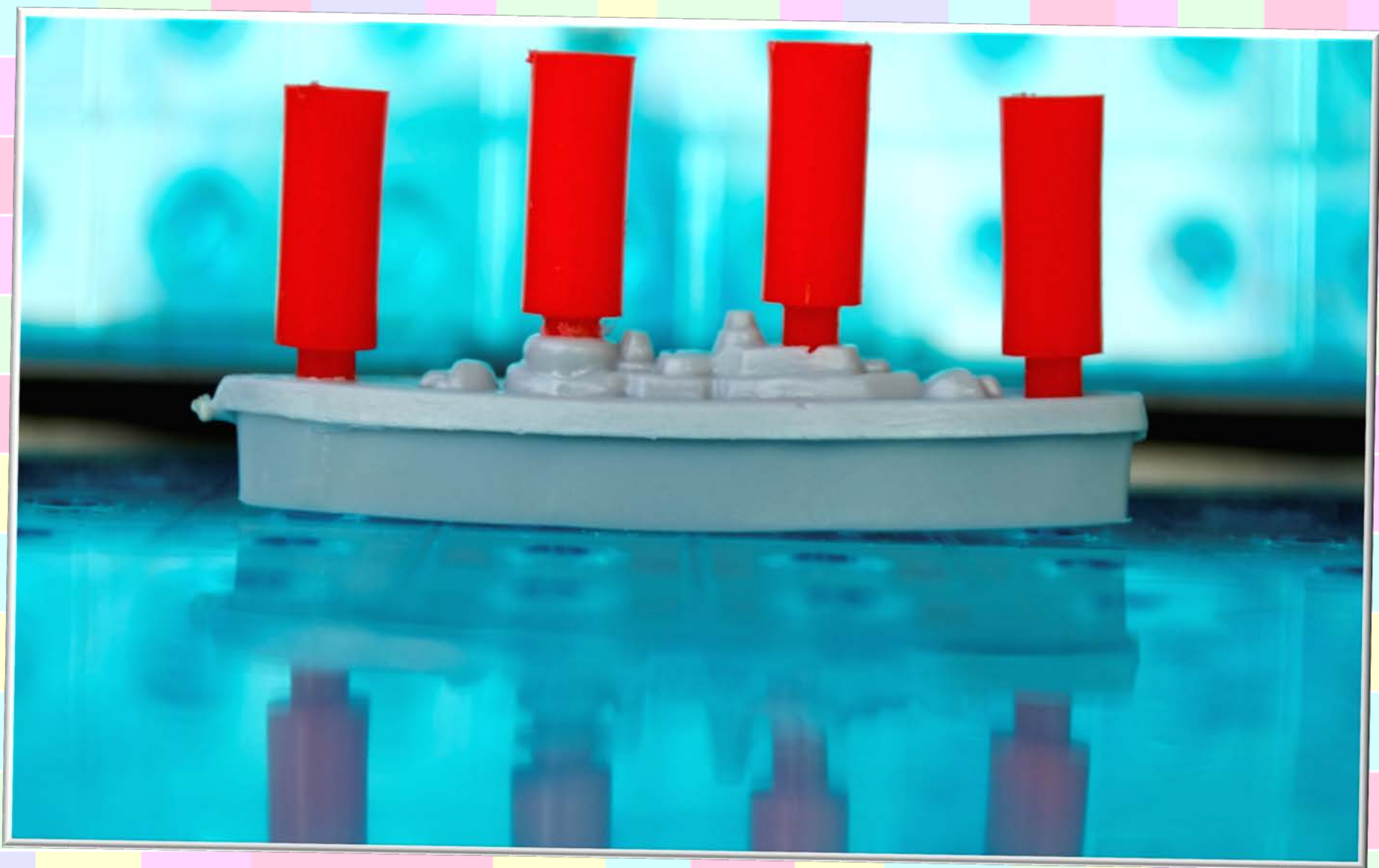
Why don't most adults
play board games?





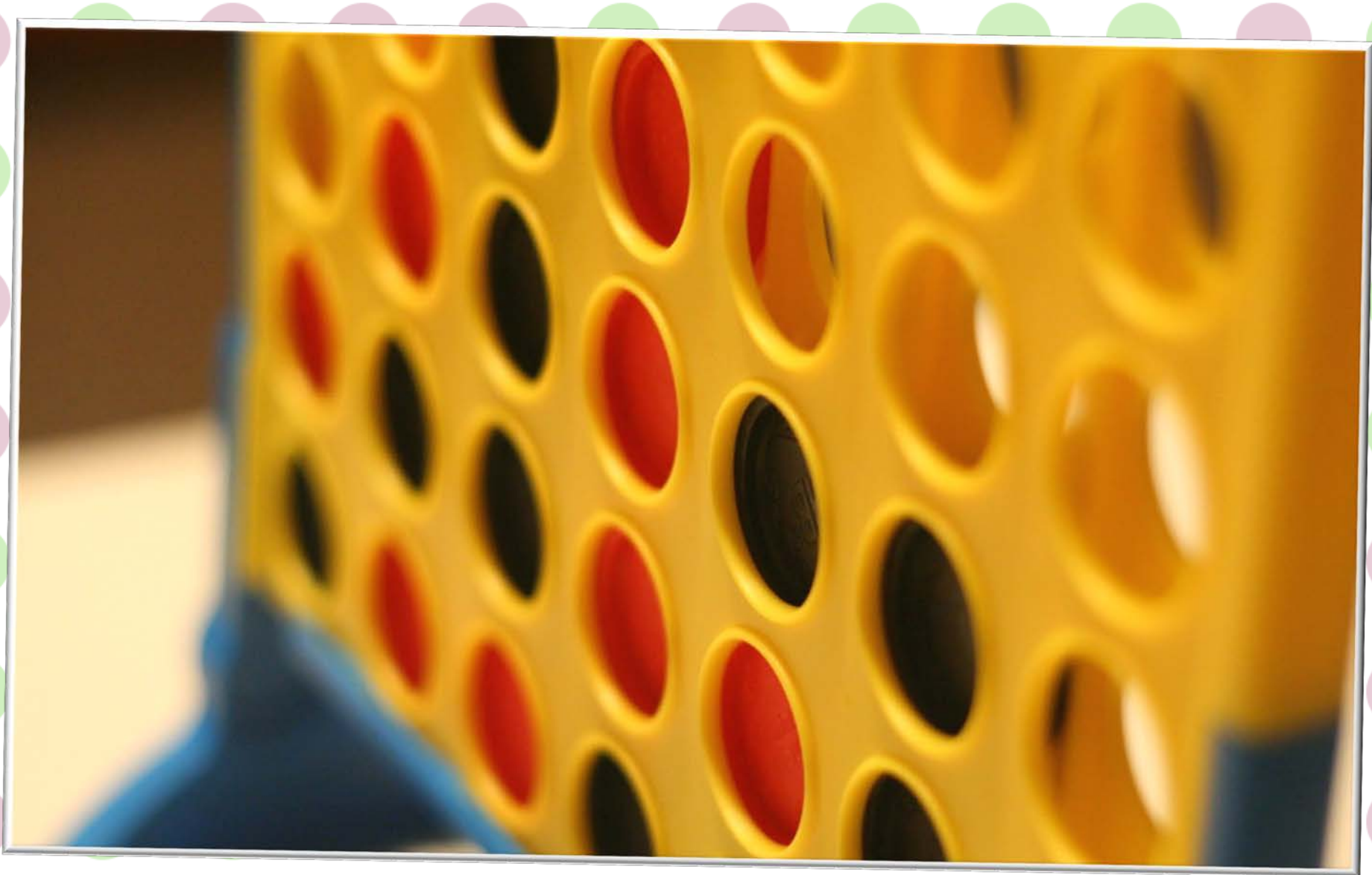












CHANCE

SHO
LIN

RK
CE



50

PRIC



**What board games do
adults traditionally play?**



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Tabletop Advantages



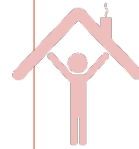
Simplicity



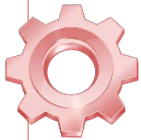
Highly social



Easily modifiable



Player ownership



Clear mechanics



Tactile charm

Tabletop Disadvantages



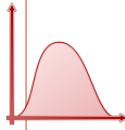
Complexity averse



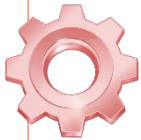
Requires others



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



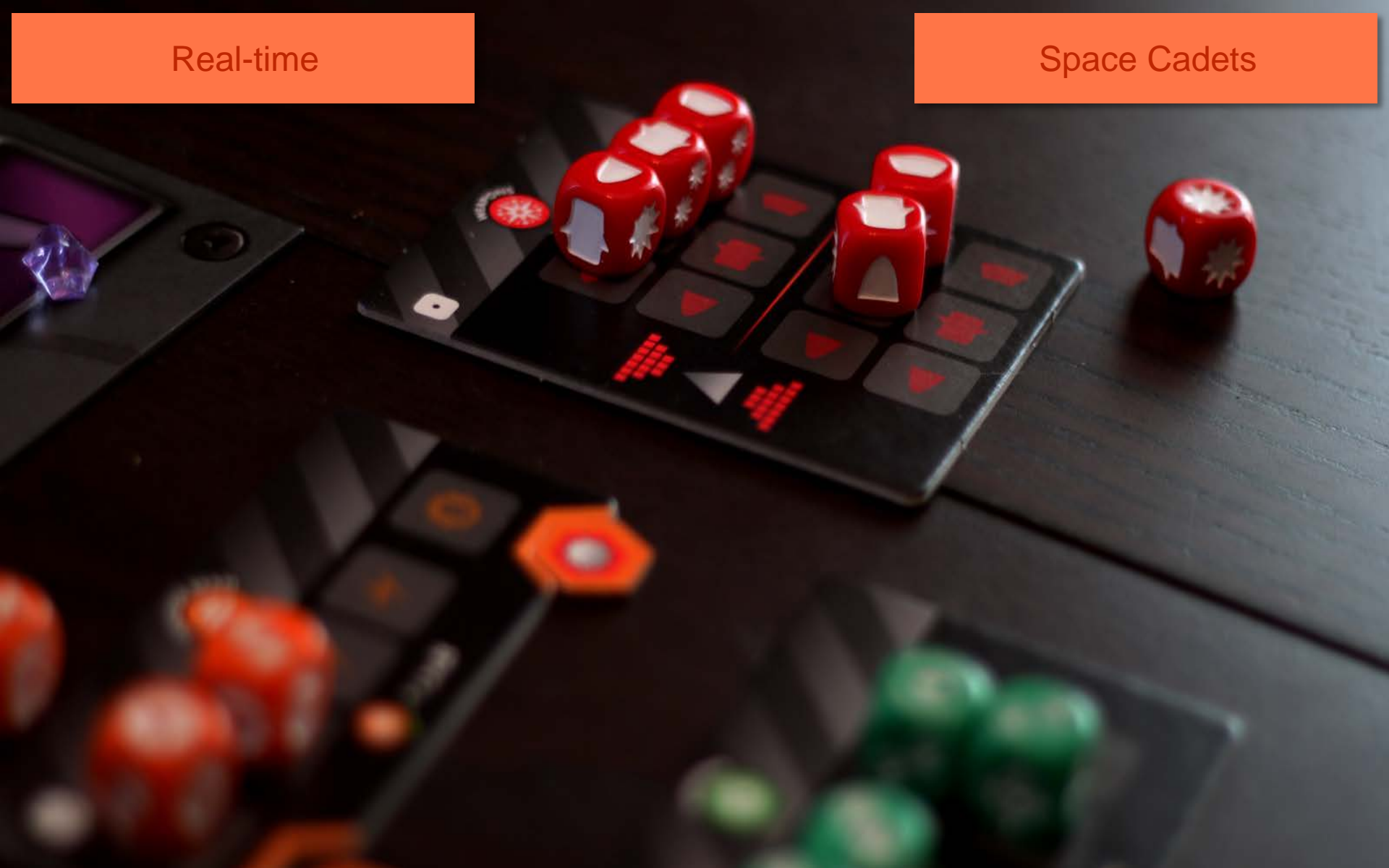
Dice

Zombie Dice



Real-time

Space Cadets



“Artificial Intelligence”

Survive



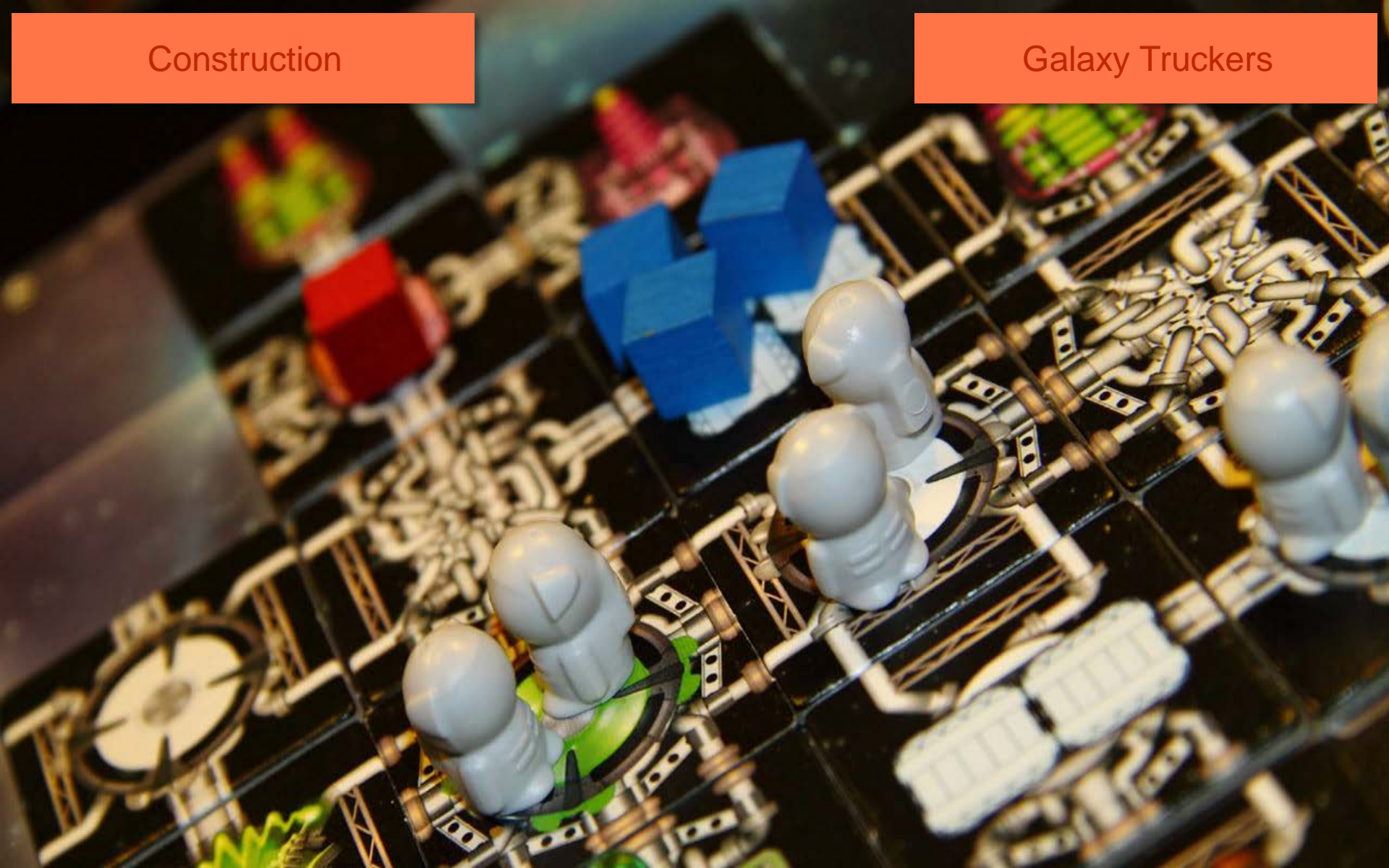
Storytelling

Rory's Story Cubes



Construction

Galaxy Truckers



Map Generating

Escape: Curse of the
Temple



Map Revealing

Forbidden Desert



Turn Based Puzzle

Blockus



A terrible name for a clown

95%

SUCKLES
Stephanie



5%

Jimmy Sarah
Allen Stephen
BARON VON
KILLCHILDREN
Matthew



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**