

Analysis of Work

What Are They Doing

Making games is an iterative design process in which game designers must be open to spontaneity within their original game design plans. Play, enjoyment, and a player's entertainment perceptions should factor into each edition of the game itself when making any decisions. Salen, K., & Zimmerman, E. (2010) implore game designers to focus on core mechanics and fundamental rules being readily available in a game early on in the creation process because this is not a visual prototype but an interactive one. There is no way to anticipate how people will play a game, so the only way to figure this out is to have people play the game itself.

Importance of Work

A game design document can draw out a type of road map for the game designer in the beginning of the creation process, but can become obsolete when the game is further developed. Nothing is set in stone and usually the most ingenious aspects of a game are contrived through play itself. Salen, K., & Zimmerman, E. (2010) give ways to direct game designers a way of directing their thinking and design processes, which in turn gives a conceptual framework for analyzing success and failures.

Relationships Amongst Sources Including Their Own Work

So much of game design is theoretical in approach. Salen, K., & Zimmerman, E. (2010) discuss the use of game design parameters so that game designers can move from brainstorming game ideas into implementation of the concepts themselves into the game prototype. Game designers are encouraged to play other people's games because how one game can function and create an experience for the designer can lead to innovative ideas in their own work. The game designer's ultimate goals should be creating a game that is repayable and exciting to the player every time.

References

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