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# Lecture

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According to Jake Simpson in Game Job Interview Questions and How to Answer Them, (http://www.gamecareerguide.com/features/739/game\_job\_interview\_questions\_and\_.php), the number two question asked in a Game Job Interview is “What games are you playing?” To be a good game developer, you are going to have to play games. In this course, you will be playing all kinds of games. Not all of them will be good games, and not all of them will be in your favorite genre. It doesn’t matter. Being able to recognize what makes a game good or bad can only make you a better game developer. Fortunately, experienced game developers have written many articles that should help you become critical in your game analysis. I have included some of these articles in the weekly assignments, but there are much more. Use these references as a portal to sources of information on the internet. You will find these authors and websites to be fertile sources of additional information. You will find a growing list of all related articles by Seminar under External Links.Besides playing games, this course is about designing games. The designers of the courses in the Game Software Development Program have a secret hope that you will be able to finance the rest of your schooling with games you develop during your time at Baker College Online. The market for indie developers is wide open. With the right idea at the right time, you can make an amazing amount of money. Even simpler games can earn enough to pay the tuition.

# Reading Assignment

Read chapters 1, 2, & 3 from your textbook, Fundamentals of Game Design/3e

Read The Disciplines by Albert T. Ferrer http://www.gamecareerguide.com/features/746/the\_.php

# Discussion Question 1-1

Every game designer has a definition for what constitutes a game. Some social gamers seem to be happy with no rules at all. Others would restrict the term "game" to only recreational activities involving mortal combat. Search the Internet for some of the definitions of games and then write a short essay (minimum of 250 words) giving your definition of what constitutes a computer game. Give an example of a "game" that just makes it or just misses it by definition and explain why. Cite your resources in APA format.

Some questions that might help you to get started:

1. What is a game?
2. Can you have a game without conflict?
3. Can you have conflict without combat?
4. What are quality aspects of a well-designed game?

# Discussion Question 1-2

From the roles listed in the article, The Disciplines by Albert T. Ferrer (http://www.gamecareerguide.com/features/746/the\_.php), select one (other than Game Designer) and write a short essay (250 words minimum) explaining the relationship between that role and the Game Designer. Give an example from a game you have played on how that role contributed to the quality of that game.

# Written Assignment 1

1. Download and review a PC game from the Internet. Several sites (for example, www.yoyogames.com, www.bigfishgames.com, or www.spintop.com) offer a free trial period, which should be sufficient to complete the review.
2. Identify the game, the game site, and the genre. Include the subgenre, if appropriate. Pay particular attention to the scoring, the transition between scenes, the game control interface, the visuals, the sound, and overall playability. Be sure to comment on any aspects of the game that set it apart from other games in the genre, either good or bad.

Click on the following link to access the grading details for this assignment: PC Game Review Rubric

# Quiz 1

You may take the test as many times as you like during the week; the highest score will count. This test covers Chapters 1, 2, and 3 of Game Design and Development/3e, and will consist of a random selection of 20 multiple choice questions worth 2 points each. There is no time limit on the test, however leaving the test open too long may cause it to lock up in some browsers. Please contact the instructor if your test locks up.