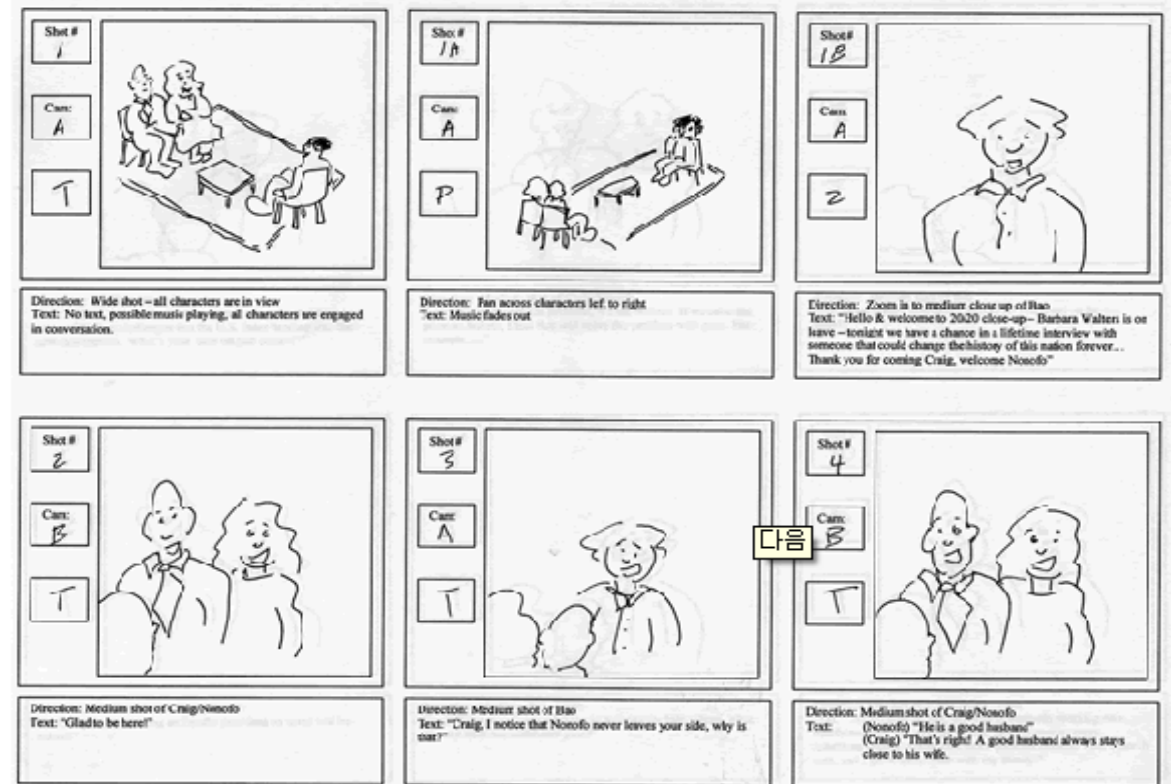


Storyboard : Conceptualization Tool



- A panel which shows cut scenes each consisting of a figure and some explanations.



Step 2: Prototyping



- To test whether or not the game idea will work, and is worthwhile to pursue.
- Many ideas do not make it past this stage.
-

Physical Prototype

중요사항. 사용 가능 테스트
장비 연결 만들기 playtest



- Create a playable prototype using pen and paper or other craft materials.
- Playtest the prototype.

Software Prototype

개념을 간단하게 만들고 간단하게 만든

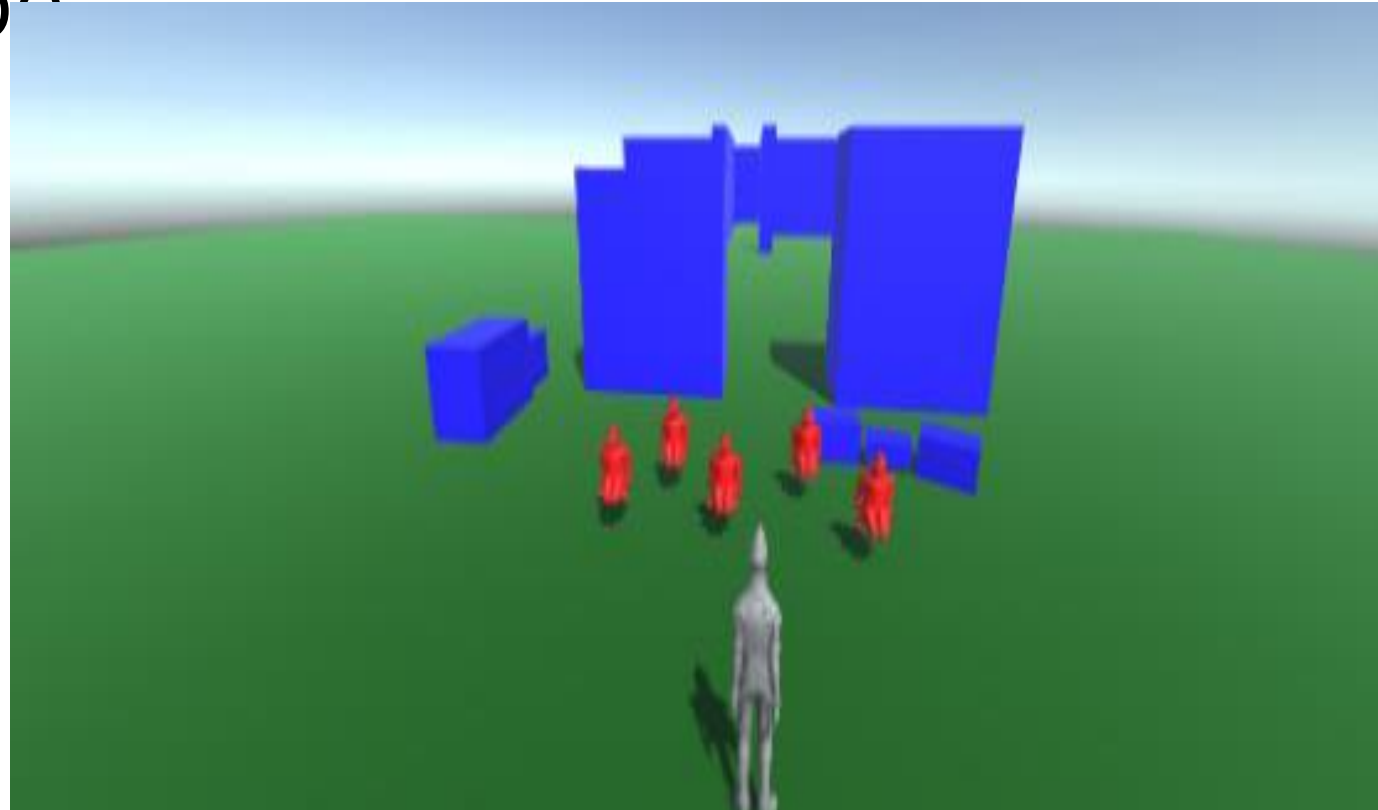


- When you have your prototyping team in place, you can begin creating rough computer models of the core game play.
- Use placeholder assets.
- Playtest the prototype

대충 만든 asset
사용

대충 만든 asset 크기 모양은

나중에 구체화 만들 assets
과 같이 만들 계획함.





Step 3: Document

- ✓ GDD(Game design document)
- ✓ Technical design document

참고:

Proposal (for funding) *pre proposal* *안건서*

2124 → High Concept document (2~3 *pages*)
pages)/Treatment document (20~pages)



GDD (Game design document)

- The main idea or concept *게임 설계 document 포함*
- Genre
- Story and characters *유망하는 유닛들의 동선*
- Core game mechanics
 - Rules, Combat system, etc.
- Level design *공간적 시간적 목적은 무엇인지*
- Quests
- Puzzle
- Art
- Monetization strategy

Player-centric Game Design

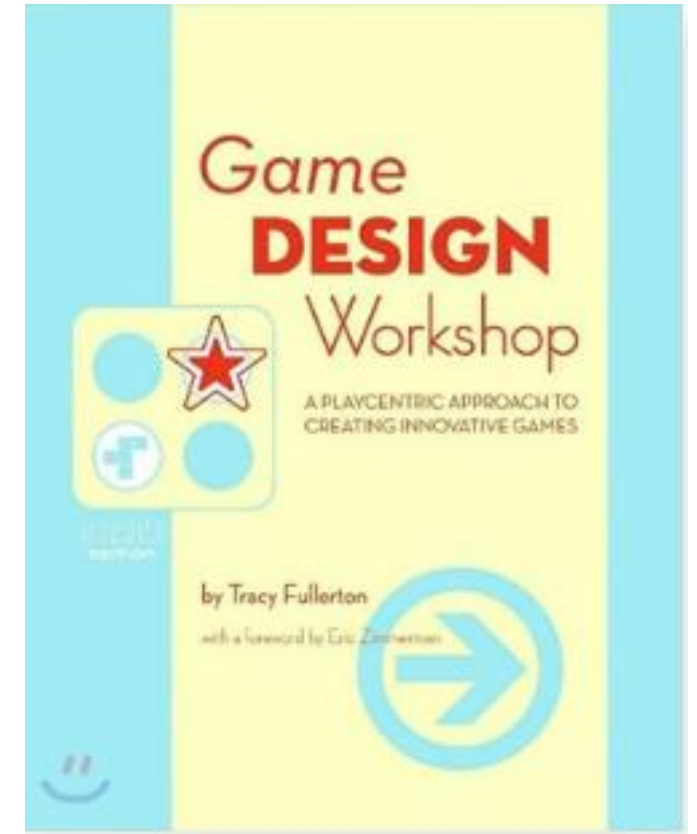


- player-centric design states that
(A) **a player must be made to feel a thing.**

이것이
가장 중요한
부분이다.

Player-centric Design by T. Fullerton

- What does the player feel ?
 - List of player experience goals
- Prototype mechanics
- Playtest the game
- Iterate





Experience Goals (by Tracy Fullerton)

- Point Competition
- Race
- Cooperation
- Elimination
- Capture
- Destroy
- Collection
- Solve
- Chasing
- Build
- Save



2. Production Step

- Programming
- Graphic art work: character, level
- Sound & music creation & editing
- Alpha versions

3. Post-production Step

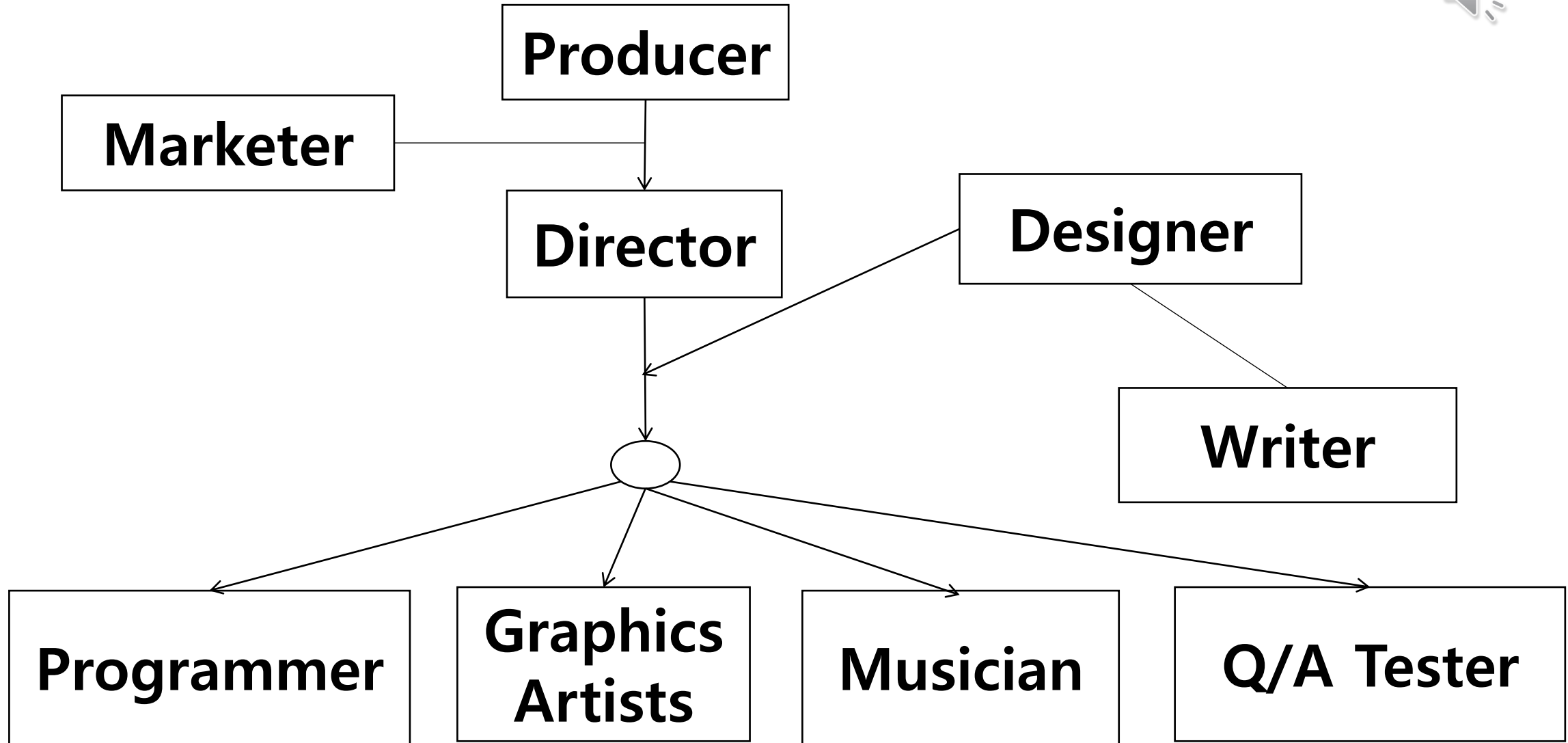
시나리오 21 | 184221
⇒ 비러 → gold master 비
판 가능 비

- **Testing & Quality Assurance**

- what's wrong ? what's missing ? what's too much ?

- Beta version(all integrated), gold Master version publishing

4. Game Development Team (Rainbox Six)



Roles



- Game Producer
 - budgeting, scheduling, coordination
- Game Director
 - Like a director of a movie
 - In charge of the quality of the game
 - Kinds: Art director, development director, sound director



- Game Designer
 - Take charge of the concept, structure and scenario of a game
 - Scenario Writer
 - Is needed when a strong scenario is needed
 - In charge of scenario design, story, and script.
- * Scenarios are long-term tests comprised of several tasks.

- (3장 Design Dev Process 종료)

