Game Development Process and Documents

Most games begin with a single idea

- Mix existing ideas from other games
- Steal ideas (but not characters) from other media: books, movies, comics, ...
- Market research: surveys, focus groups, ...
- *Brainstorm, throw out lots of ideas*

Sid Meier's View on Game Design

"I find it dangerous to think in terms of genre first and then topic. Like, say, 'I want to do a real-time strategy game. OK. What's a cool topic?' I think, for me at least, it's more interesting to say, 'I want to do a game about railroads. OK, now what's the most interesting way to bring that to life? Is it in real-time, or is it turn-based, or is it first-person, …'"

Ernest Adam's View on Game Design

Computer **games** exist to fulfill dreams
- <mark>Dream a dream.</mark> Then think of what it would be like to live it

Dream of Being Someone Else

꿈을 꾸게고 꿈을쏨

게임을 왜 해야하는가?

Not all games fit this...

Andrew Rollings and Dave Morris 's View on Approaching Game Design

Game design은 가르칠 수 없다
vs
가르칠 수 있다.
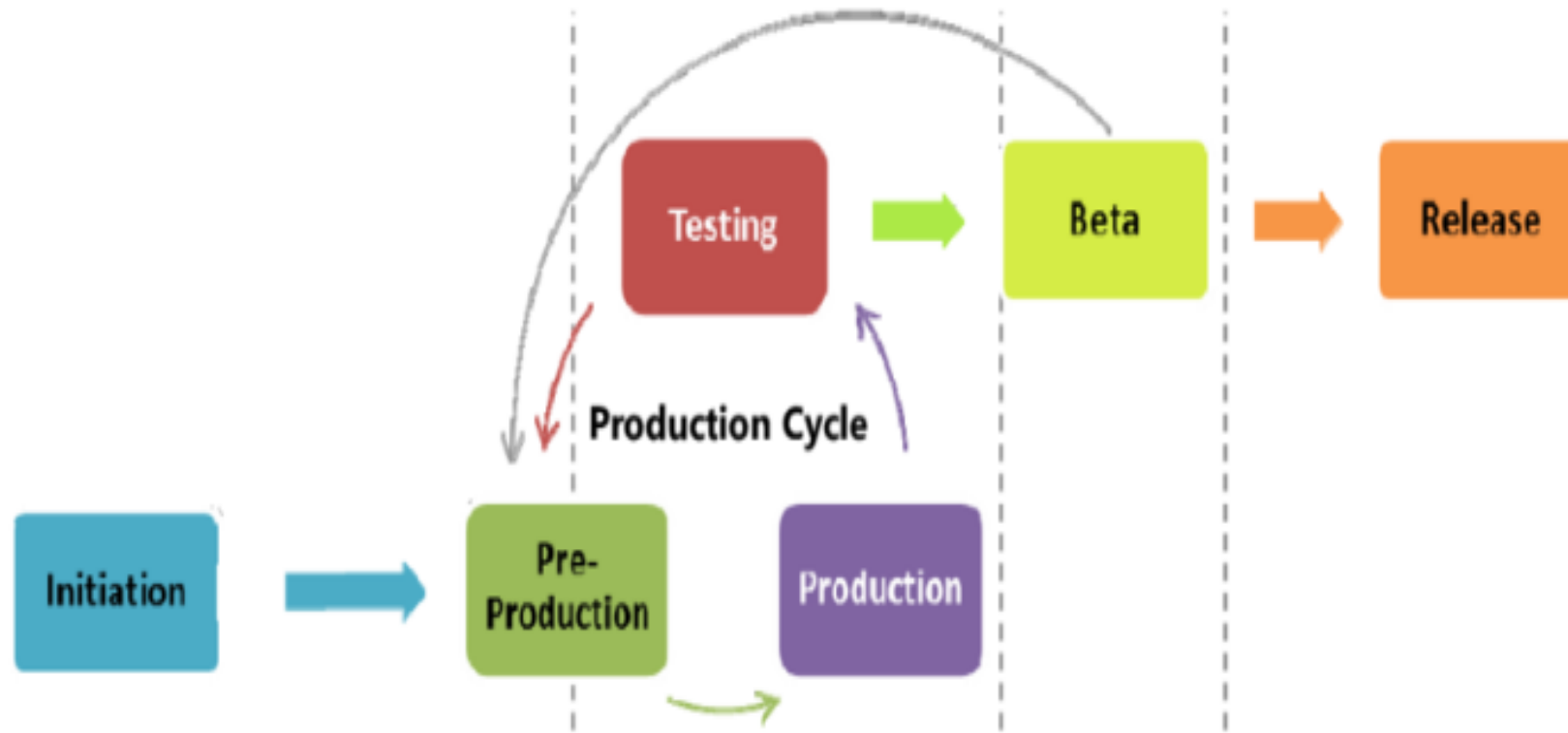
Game design is art ?
what about music, film, poetry ?
But technical principles can be taught ?

Game Development Process

Initiation → Pre-Production

Production Cycle

Testing → Beta → Release

Pre-Production → Production

1. Pre-production Step

Step 1: Brainstorming 아이디어 창출 회의
- Idea extraction
- Goals, How to achieve the goals.
- How will it be monetized?

Step 2: Prototyping & Playtest 개념을 테스트해보는

Step 3: Game Design Documentation

Etc Activities: Market survey, Budget, Schedule, 최종제품을 언제출시해야 되는지

Step 1: Brainstorming

Set player experience goals.

Experience Goals (by Tracy Fullerton**)**

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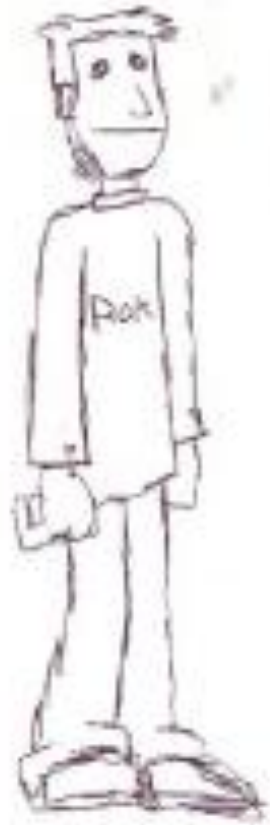
- Collection
- Solve
- Chasing
- Build
- Save

Come up with game concepts and **mechanics** that you think might achieve your player experience goals.

Write up a short description each of these ideas, sometimes called a concept or treatment document.

3~4

10~15
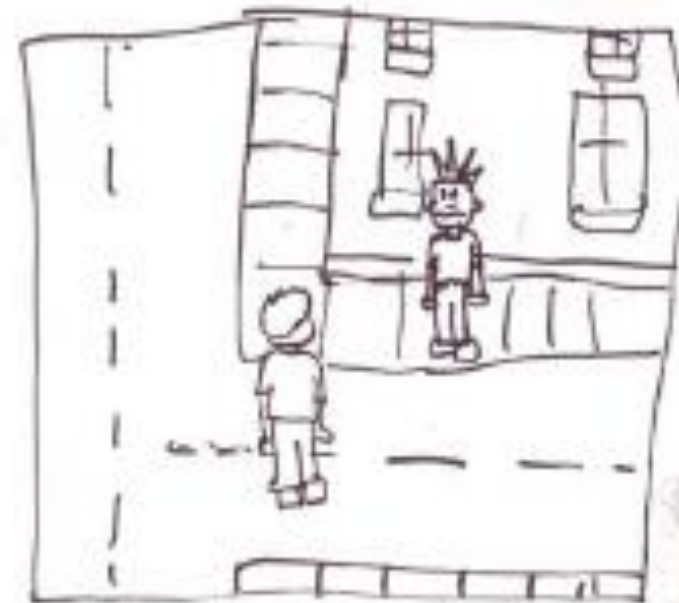
플레이 방식

The High Concept Document

Use

- A high concept document is primarily a sales tool, although you can write one for yourself as well, just as a way of keeping a record of ideas you've had.

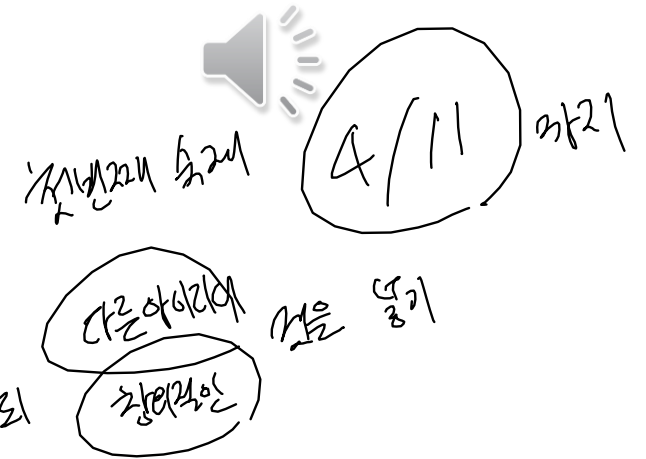- Think of it as a résumé for a video game.

한국외대 미식축구부
"Black Knights" interview
ⓘ 한국외국어대학교

Sideline | Ten Yard Line | Five Yard Line | One Yard Hash Marks

B 팀 진영

A 팀 진영

END ZONE

Goal Line | Goalposts | End Line | Pylon

길거리 풋볼 게임을 만들어 보자 !!!!

- **Example**

Street Football—2 on 2!

Ernest W. Adams

High Concept

The game at its grittiest. No pads, no helmets, no refs, no field. It's just you and the guys, a ball, and a lot of asphalt. Choose up sides and go for it, two on two.

Features

- The point of view is derived from fighting games, with large, detailed players.

- You choose teams just like in real sandlot football, taking turns picking players from the neighborhood crowd. Each person has a different look, attributes, and set of skills. Not all the kids are available all the time.

- The "field" is an urban alley about 50 yards long. Sidewalks are out of bounds. Garbage cans, potholes, and junked cars create additional obstacles. Tin cans mark the yard lines.

- As in a fighting game, it's the personal interactions that count. Dodging, ducking, faking, jumping, diving, and tackling are all essential parts of the game. Certain players have special moves or abilities.

- Five pass plays, five running plays, and the field goal make up the whole playbook. Field goals and extra points are kicked through two guys holding their arms out and up like goalposts.

- Health meters show the players' level of injury and fatigue. If you lose a player, you can pick another one, but you forfeit two touchdowns.

- Rules are adapted for street football: You have four downs to get into your opponent's territory, and four more downs to score. Otherwise, you turn over the ball—no punting. No penalties except offsides, but expect a fistfight if it gets too rough.

- **Player Motivation**

    Players pick teams and try to win a 20-minute game of street football. In tournament mode, two-player teams made up of all available players compete for the championship.

- **Genre**

    Sports arcade action with strong fighting-game overtones.

- **Target Customer**

    Sports arcade players looking for something new.

- **Competition**

    None

Unique Selling Points

- Fighting moves in a sports game

- Fighter-type personalities in a sports game

- Comedy in a sports game

- Team selection process

Target Hardware

Sega Genesis or Super Nintendo

Design Goals

Simple: Very simple play-calling combined with fighting-game controls makes this an easy game to learn and play.

Hot: Fast, arcade-style action. No timeouts, no players running on and off the field, no stats or halftime summaries: just raw football.

· Characters

Each of the characters has certain attributes that define how well he or she plays, and each player also has a relationship with the others in the group. Characters who are not playing can be seen watching from the sidelines, and the observant player will notice things going on that give hints about them. Here are a few possible characters:

Joey: All-American guy, a natural quarterback. Great passing accuracy, good scrambling, good pass distance, very good speed. Not a great receiver or blocker. Good stamina.

Butch: The bruiser on the block. Big and strong, hard to tackle, but slow. Great pass distance, but poor accuracy. A fair receiver. Excellent stamina. A loner, he usually stands by himself—he's not especially good with any other player.

Dana: She's lithe and agile, a good scrambler, and the fastest runner of the bunch. A good receiver and a fairly accurate passer, but her range is short. Fair stamina. Dana is Joey's girlfriend and stands with her arm around him, so they make a good team.

당신 팀이 개발하고자하는 게임의 High Concept Document를 작성해 봅시다.