



Interactive Media and Game Development

Project



Introduction

- ARG story:
 - monolithic game corporation (like EA) is trying to take over the world
 - using videogames to turn people into zombies (or something)
 - lone game developer who's smuggling out bits of information in little arcade games
 - help the player foil the plot
- Or:
 - There is an AI on the web... roaming, seeking to communicate
 - it's making games in order to learn what we're like
 - find someone who will nurture/harbor/keep safe the AI instead of destroying it
 - player has the choice to save it or delete it
- Or:
 - Someone is using little games to carry bits of code to machines all over the Internet
 - Each game installs a bit of code on your machine (not really)
 - When you've played all the games the new program is assembled
 - something either miraculous (birth of the first sentient AI?)
 - Or terrible (launches the ICBMs)





Game Idea Suggestions

- Goal: build complete, mini-game
 - Constrain idea by resources (time)
 - Think small (done by Wednesday!)
 - Additional puzzle? (Ask and list)
- Extend custom game you've been making
- Take tutorial and modify
 - Custom art
 - New gameplay (ie- powerups, weapons)
 - Boss levels
- If completely from scratch, think smaller
- See other Game Maker games made for inspiration



Good Communication

- All games begin with an *idea*
 - Original, mod of earlier game, or from sequel, film license
- But an idea alone is not enough
- Need enough elaboration that team members can begin their work
 - *Programmers* to deliver features
 - *Artists* to bring the various characters and places to life with sound and graphics
 - *Designers* to put together entertaining world
 - *Testers* to verify and communicate shortcomings back
- Documentation is integral to every role in the game development process
- Here, we just want communication





Building Your Game (1 of 2)

- Organize into groups
 - Group of 2 ideal
 - Group of 1 or 3 possible
- Discuss and determine game idea
- Design art and gameplay
- Determine art assets needed
 - Sound, music, tiles, sprites
 - For sprites, consider directions and frames for movement



Building Your Game (2 of 2)

- Determine tasks
 - Sprites/Tiles to draw
 - Art to select
 - Sound to select
 - Objects to program
 - Testing
 - Don't forget splash screen, directions ...
- Assign tasks
 - Pair-programming encouraged
- Create timeline
 - Approximate, number of hours or chunks of time
 - Work backwards from due time
- Build + Test



Misc

- *Title and Description*
 - Descriptive title
 - One-sentence description - Distilling game concept down to a single sentence can help pin down what's core
- *Game Summary*
 - Describe game in attention-grabbing paragraph
 - List of novel features



Tips for Working in Groups

- **Find things you have in common**
 - Interest in topic, kind of game
 - You can almost always find *something* ... work forward from that
- **Make meeting conditions good**
 - Room to talk, write
- **Let everyone talk**
 - Don't interrupt, finish sentences
- **Check your egos at the door**
 - "Egoless" brainstorming, art, coding
- **Praise each other**
 - Find something nice to say, even if it's a stretch.
 - Even the worst of ideas has a silver lining inside it
- **Phrase alternatives as questions**
 - Instead of "I think we should do A, not B," try "What if we did A, instead of B?"
 - That allows people to offer comments, rather than defend one choice.
- **Avoid conflict at all costs**
 - When stress occurs take a short break. Clear your heads, apologize, and take another stab at it.
- **Be open and honest**
 - Talk with your group members if there's a problem, and talk with me if you think you need help

<http://www.alice.org/bvw2001/tips.html>



Me

- Idea
 - Gameplay
 - How it fits in
- List of art assets
 - Draw or select
- List of programming
- Art - what is needed? Draw? Get?