Interactive Media and Game Development

Project

Game Idea Suggestions

• Goal: build complete, mini-game
  - Constrain idea by resources (time)
    • Think small (done by Wednesday!)
  • Options:
    - Take tutorial and modify
      • Custom art
      • New gameplay (ie: powerups, weapons)
      • Boss levels
    - Redo 2D game you know
      • Space Invaders, Donkey Kong, Pacman
    - Custom game
  • If completely from scratch, think smaller
  • Remember Genres good for Game Maker
  • 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)

- Can be solo
- Can be group!
  - 2 ideal
- A little planning goes a long way ... 

- 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 (different if from scratch versus extend tutorial)
  - Sprites/Tiles to draw
  - Art to select
  - Sound to select
  - Objects to program
  - Testing
  - Don’t forget splash screen, directions ...

• If group, assign tasks
  - Pair-programming encouraged

• Create timeline
  - Approximate, number of hours or chunks of time
  - Work backwards from due time

• Build + Test

“Home Work”

• Brief write of Game Plan
  - 1 page, max 2

• 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

• Task List
  - Custom to game

• Bring to class and I’ll provide feedback