Interactive Media and Game Development

Project

Game Idea - Goal

- Build complete, playable, finished game
- Complete?
  - Objectives, goals, win/loss, gameplay
  - Playtested (no bugs, fun)
  - Balanced (more on this tomorrow)
- Constrained
  - By resources
    - Typically: time, money, skill
    - Here? \(\rightarrow\) Time, mostly, perhaps skill
  - Constrain idea by capabilities
    - Typically: hardware (platform), software
    - Here? \(\rightarrow\) Kodu

Game Idea Suggestions

- Where do ideas come from?
  - In industry, given to you (Publisher, Game Designer)
  - From books/movies
  - Your own creation!
- Take sample game and modify
  - New levels/maps
  - New gameplay (ie: powerups, weapons)
  - New opponents
- Make Kodu version of game you know
  - Wave runner, Pacman...
- Make custom game
  - Remember genres good for Kodu

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 gameplay
  - Consider mechanics Kodu can/cannot handle
- Determine art assets needed
  - Objects in Kodu may constrain

Building Your Game (2 of 2)

- Determine
  - Note: Kodu has art, sound already!
  - Objects to program
  - Map/level to make
  - Testing
    - Unbiased/fresh testing of near-completed game
    - Consider startup directions (flythrough)? Advanced level/version/map?
- If group, assign tasks
  - Pair-programming encouraged
  - Learn trick/functionality, fairly easy to re-code
- Create timeline
  - Approximate, number of hours or chunks of time
  - Work backwards from due time
- Build + Test + Repeat
Brainstorm Game Plan

* 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
  - Attention-grabbing paragraph
  - List of novel features

* Task List
  - Custom to game

* Do solo, with classmates, with TA, with myself

End Notes

* Remember - Goal is to have 1+ complete, playable, tested, fun, finished game
  - Ready for Game Fest
  - Video capture

* Grab neighbor/instructors for playtesting
* Look to forum for inspiration (ideas) and help ("how do you do that in Kodu?")