



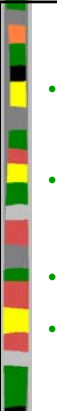
Interactive Media and Game Development

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? → Time, mostly, perhaps skill
 - Constrain idea by capabilities
 - Typically: hardware (platform), software
 - Here? → Kodu

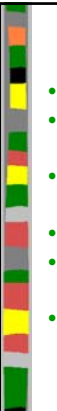
Game Idea Suggestions

- 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?")

