



IMGD 1001: Brainstorming Your Game

Robert W. Lindeman

Associate Professor

Interactive Media & Game Development

Department of Computer Science

Worcester Polytechnic Institute

gogo@wpi.edu

Outline

- Motivation
- Intro to brain storming
- Exercises

Motivation

- Building a game (or doing *anything* interesting) is tough!
 - That's why you are here? ;-)
- Need to wrap your mind around the problem
 - Divide and conquer: split the problem into manageable parts
- Iterate multiple times
- Build team ownership
 - Ownership = commitment
- This process is done at multiple levels, usually with different people involved

High-Level Process: Brainstorming

- Start with a vague notion, and go from there
- Move towards concreteness
- Don't throw away ANYTHING!
 - There are no bad ideas
- Write down every idea (on **Post-it** notes, a flip-chart, whiteboard, etc.)
- Don't make judgments on quality at this time
- MAIN IDEA:
 - Everyone should feel free to contribute

High-Level Process: Prune the Tree

- ❑ Now the group should have all ideas out there on **Post-its**, a whiteboard, etc.
- ❑ First, remove anything obviously irrelevant, but be CAREFUL!
- ❑ Now remove or combine redundant things

High-Level Process: Draw Relationships

- Now draw charts for each of the remaining things
- There are many solutions, so you will need to iterate

High-Level Process: Validate the Design

- Go through each object *in detail*, and verify that it meets all the requirements

Gamestorming Process

- Come up with a one-sentence description of your game
 - This is tougher than you think!
- Use free association to generate ideas
 - No culling!
 - Use **Post-It** notes
- Group related ideas together, consolidate
 - Move the Post-Its around
 - Set aside unused ideas (might revisit them)
- Drill down through iteration

Gamestorming Drill Down

- Perform this process at a high level, then
- Same for...
 - ...the STORY in your game
 - ...the STRUCTURE of your game
 - ...the ART in your game
 - Visuals/sound/"look and feel"
 - ...the INPUT CONTROLS of your game
- Generate a timeline for when each thing will get done
 - Assign a team member to the task

What Next?

- Go home and do the same thing in much more detail for your assignment
- This should be fairly formal
 - Read through the examples
 - Don't write like you speak
 - Include appropriate visual support
 - Be thorough, ITERATE!