Game design I. - 03

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Last time on game design...

Students, write your response!

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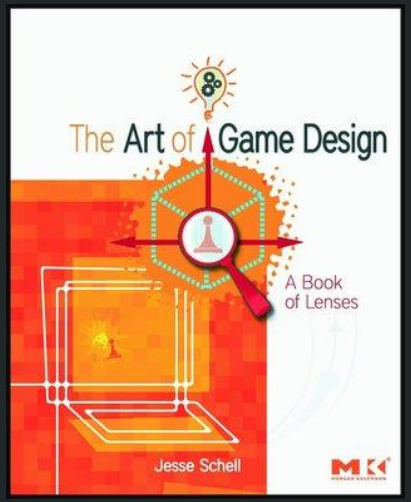
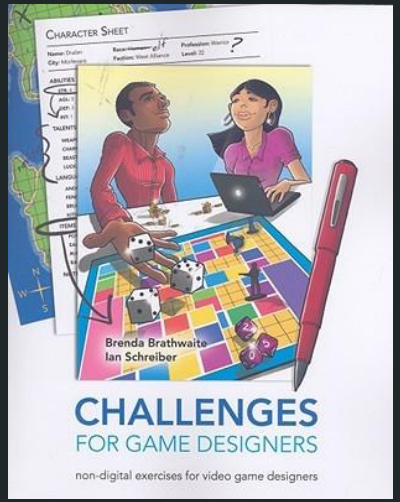
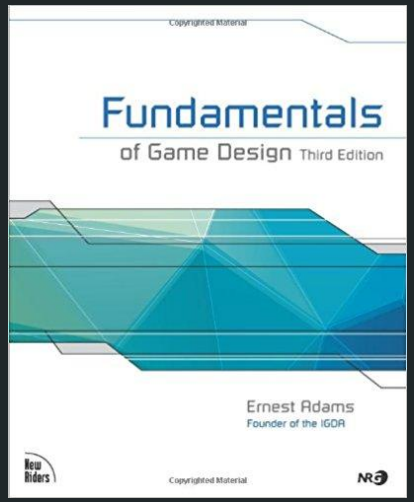
Goals

- (game vs game designer) vs player
- player vs game







-- Ch8 - The game is made for a player
-- Ch9 - The experience is in the players mind
-- Ch23 - The designer usually works with a team
-- Ch31 - Designers have certain responsibilities

-

-- Ch1 - How videogames entertain
-- Ch2 - The anatomy of game designer; The key concepts of video games
-- Ch3 - The players role, Defining your target audience

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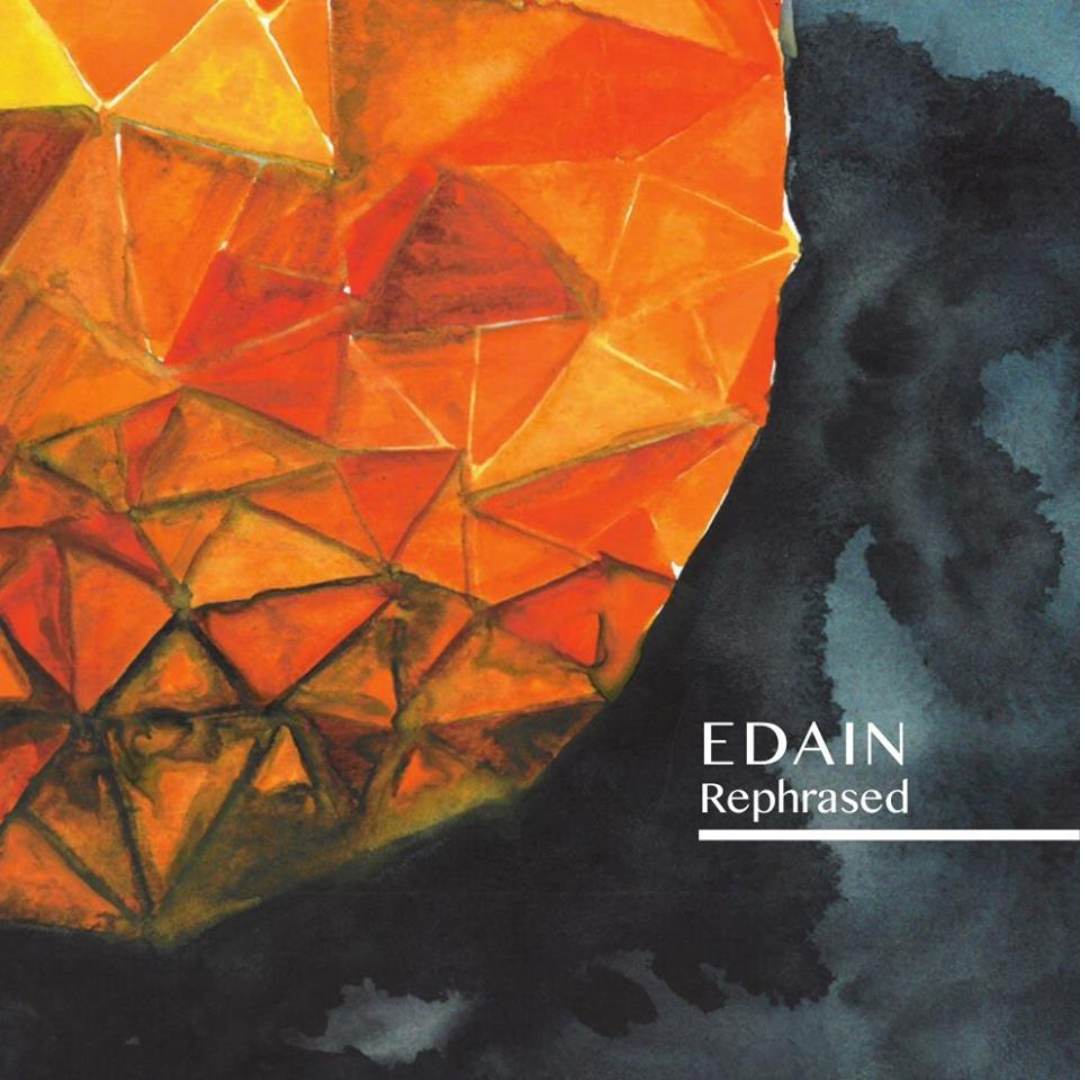


Edain a Universe B

v Melodce

this Saturday

12. 10. 2019

19:00

music: 1 | 2

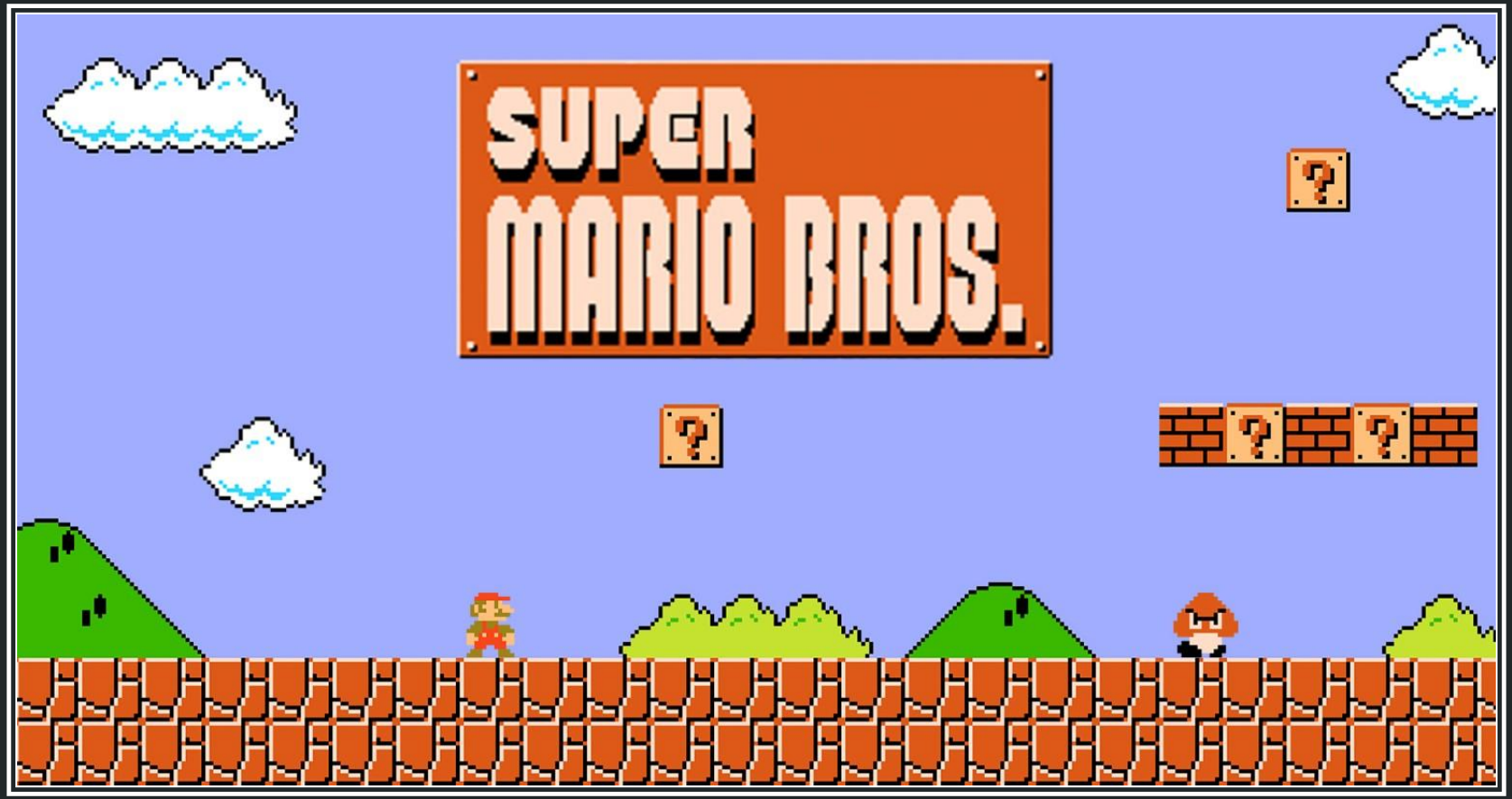
Design theory is like coffee

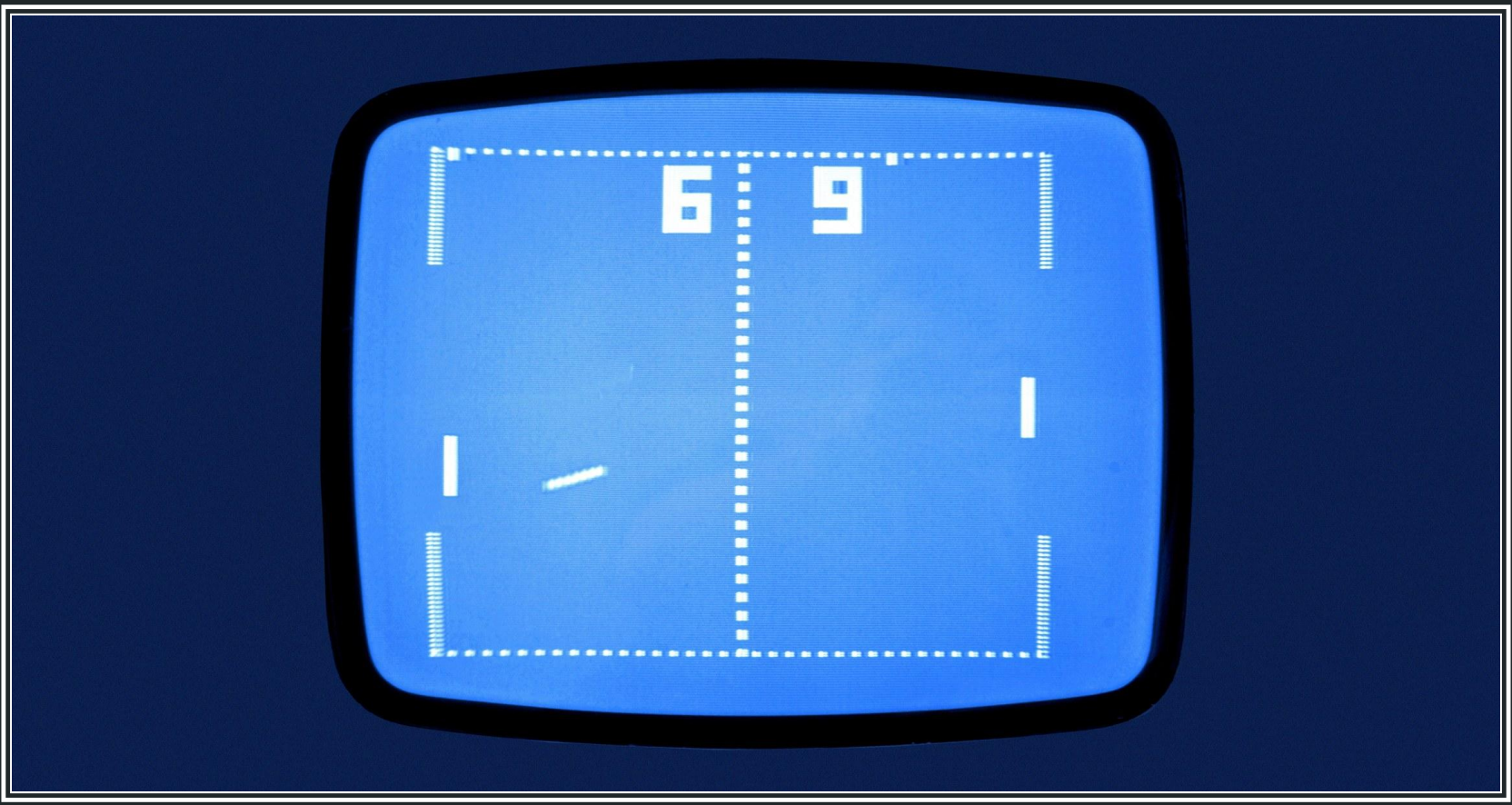
Design theory is like coffee.

- You can get it on **every corner**.
- It's expensive whether it's **high or low quality**.
- It's a **fuel for magic**.
- **Without doing something with it it's useless**.

Game mechanics

145
AMMO
40%
HEALTH
2 3 4
5 6 7
ARMS
107%
ARMOR
BULL 145 / 400
SHEL 91 / 100
RCKT 51 / 100
CELL 340 / 600


SUPER
MARIO BROS.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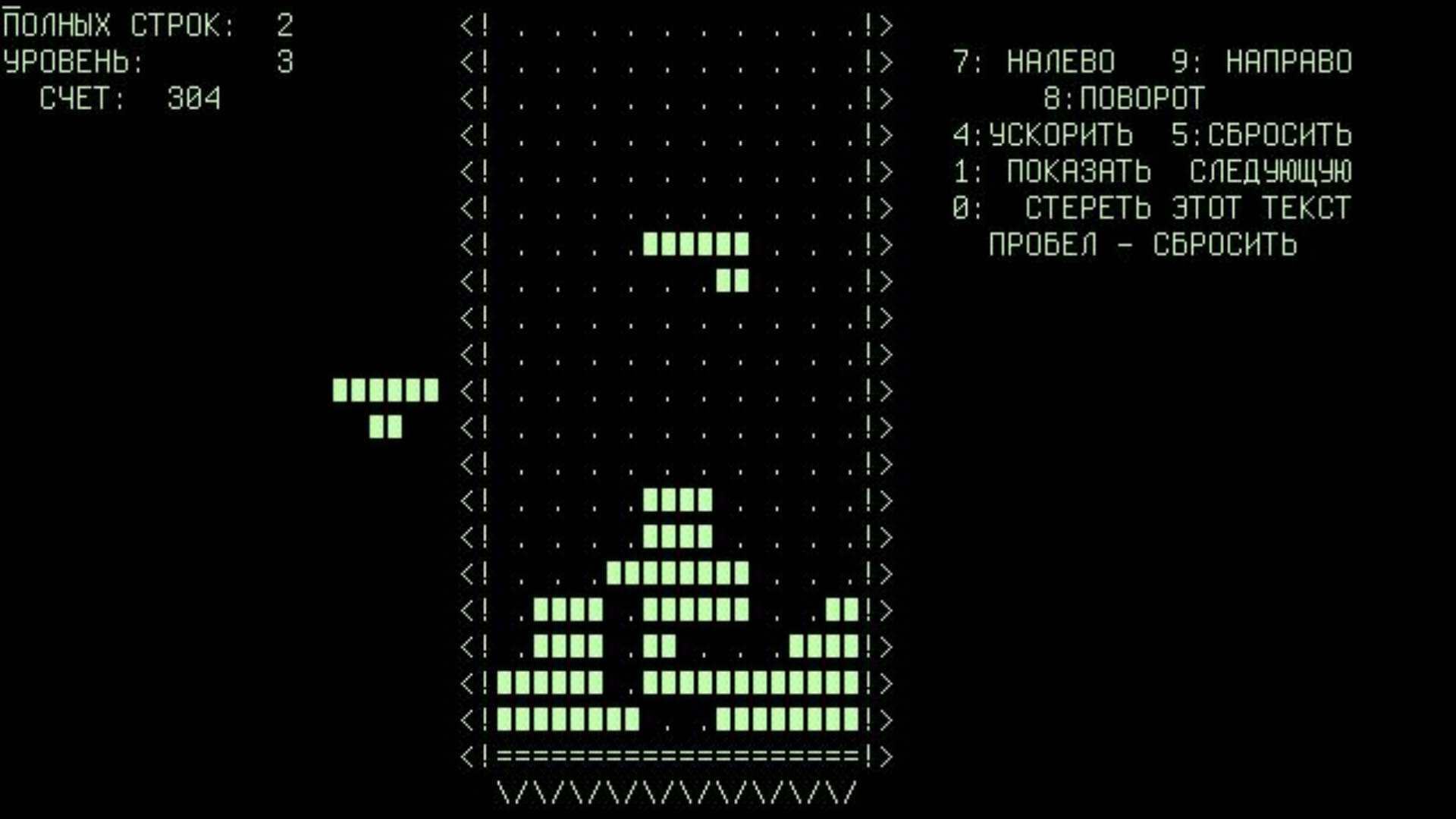

ПОЛНЫХ СТРОК: 2
УРОВЕНЬ: 3
СЧЕТ: 304
7: НАЛЕВО 9: НАПРАВО
8:ПОВОРОТ
4:УСКОРИТЬ 5:СБРОСИТЬ
1: ПОКАЗАТЬ СЛЕДУЮЩУЮ
0: СТЕРЕТЬ ЭТОТ ТЕКСТ
ПРОБЕЛ - СБРОСИТЬ

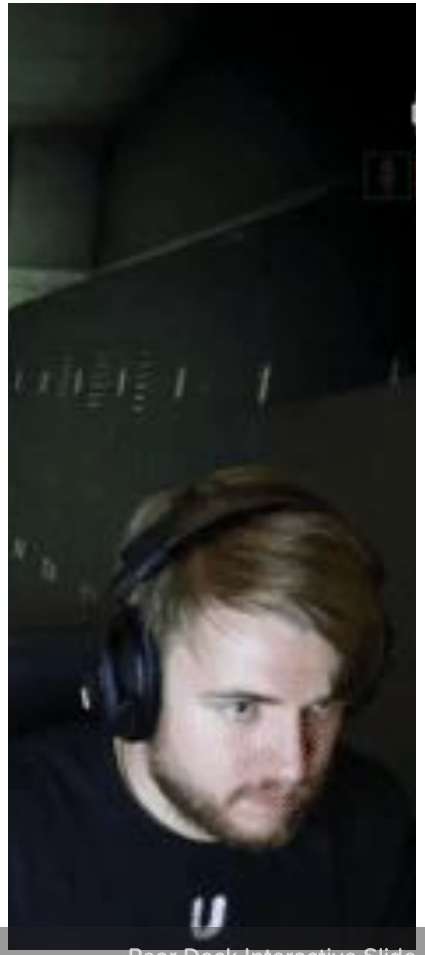
- Game mechanics
  - are **fundamental game elements**
  - triggered by the player **intentional** (physical) **action**

Game dynamics

2
39
pikachuuk NullButton25
Iocoast Ma111 6
Gomerrica PUNCAKELOVER345
BigAntwone 13 I Notaku I
07
9.59 m
11
14:38
417
876
West Armory Deck

- Game dynamics
  - are **gameplay behaviour that emerges** from usage of game mechanics

Game aesthetic



Students, write your response!

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Designer

- analysis
- design
- communication

- **analysis**
  - objects, relations, schematics, cause&effect, game as a system
- **design**
  - changes, modeling consequences, making decisions, taking (production) risks
- **communication**
  - simplify what works and why (to non-designers), ability to defend the game design proposal

Designer **is not the one with an idea**!

Idea is worthless without actual **realisation**.

nobody

...can steal your good idea. There are good games. But good ideas does not exist. Ideas does not exist. They have no value without investing time, work and effort in the process of recreating the idea in reality. **Thus, great games emerge from great effort.**

... to pursue this further confront Plato about it.

Player

- Einstein’s violin
- Disney crouching
- Demographic

- Males
  - Mastery
  - Competition
  - Destruction
  - Spatial Puzzles
  - Trial and Error

- Females
  - Emotion
  - Real World
  - Nurturing
  - Dialog and Verbal Puzzles
  - Learning by Example

Students choose an option

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- **every game is a mental model**
- [...] *a **simple model of reality**, that is easily stored, considered and manipulated.*

group1
Radaar 12.7k/12.7k
Kakuros 11.9k/12.0k
Marill 10.5k/10.5k
Miezu 16.5k/18.0k
Willemtell 10.7k/10.7k
group2
Mijat 8681/8681
Kiccpe 9319/9319
Chobanne 9121/9121
Asterion 9033/9033
Alinutza 8763/8763
Unicul 6837/6837
Invirer 7857/7857
Hynelinekcz 8183/8183
Kry 8293/8293
Nightboy 9104/9104
group4
Cicamaca 17.8k/17.8k
Dyrendal 17.5k/17.5k
Tamika 12.4k/12.4k
Kaball 15.9k/15.9k
group5
Leviethan 7181/7439
Warshanus 10.4k/10.4k
Arhizek 17.7k/17.7k
Saintseraph 8711/8711
Kypucyka 10.6k/10.6k
Tree of Life
Prayer of Fortitude III 56:31
Prayer of Spirit II 55:01
Gift of the Wild III 54:55
Arcane Brilliance II 54:01
Greater Blessing of Kings 26:01
Omen of Clarity 24:59
Greater Blessing of Wis... 24:11
DEBUFFS
5 Blessing of Demonstrati... 13:37
5 Blessing of Demonstrati...
Nightboy <Eradicate>
Gift of the Naaru - Dyrendal
Dispelator
Bloodrage - Dyrendal
3.2 Lifebloom - Dyrendal
5.8 Rejuvenation - Dyrendal
11 Regrowth - Dyrendal
Warshanus <Fear Soul>
Name Threat %Max TPS
Alinutza 40.5k 100 600
Dyrendal 38.0k 94 588
Dispelator 38.0k 94 690
Kypucyka 35.7k 88 857
Miezu 32.4k 80 522
Asterion 31.9k 79 1145
Arhizek 28.0k 69 510
Willemtell 27.8k 69 482
Chobanne 27.3k 68 485
Nightboy 4973 12 0
1 R S X
Gronn-Priest 101010
Saintseraph 27348
Kiccpe 26004
Nightboy 22532
Leviethan 17172
Mijat 15917
Miezu 12426
Unicul 11853
Arhizek 5995
Invirer 5196
Dyrendal 4999
Cicamaca 2688
Warshanus
Fear Soul
Level 70 Gnome Warlock (Player)
PvP
Alive
Healer
Mark
[Raid] [Tamika]: umh gona get full buffed:S?

- **focus** is crucial
  - **flow** (Csikszentmihalyi)
    - **flow channel**
      - clear goals
      - no distractions
      - direct feedback
      - continuously challenging

Mihaly
Csikszentmihalyi

me-high
cheek-sent-me-high

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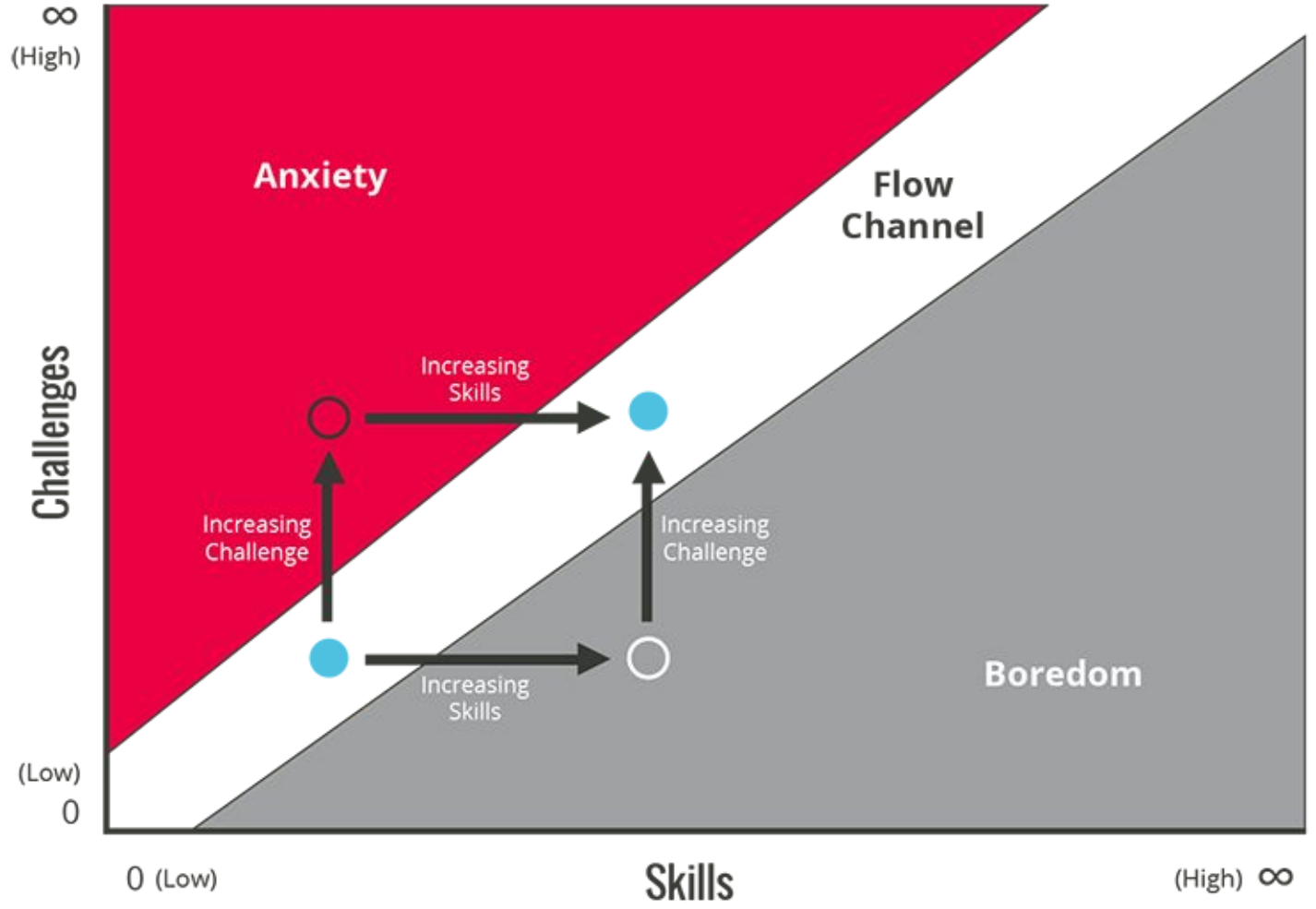
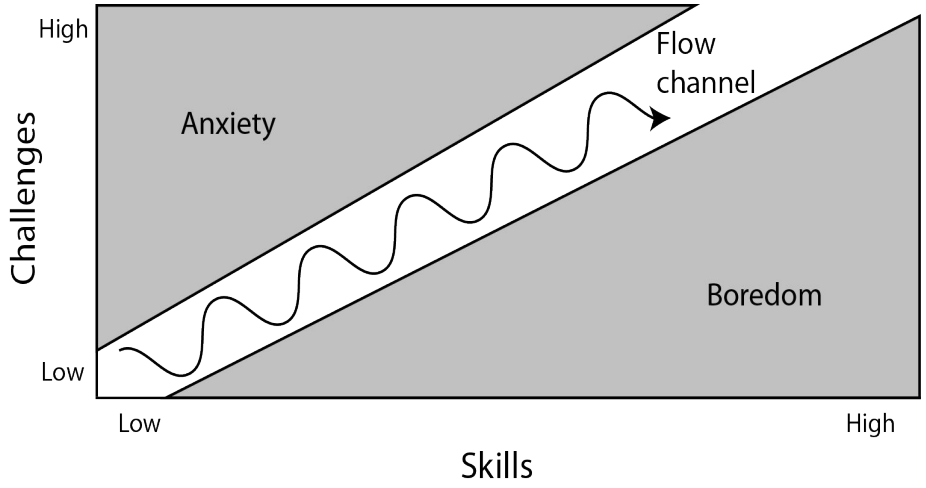
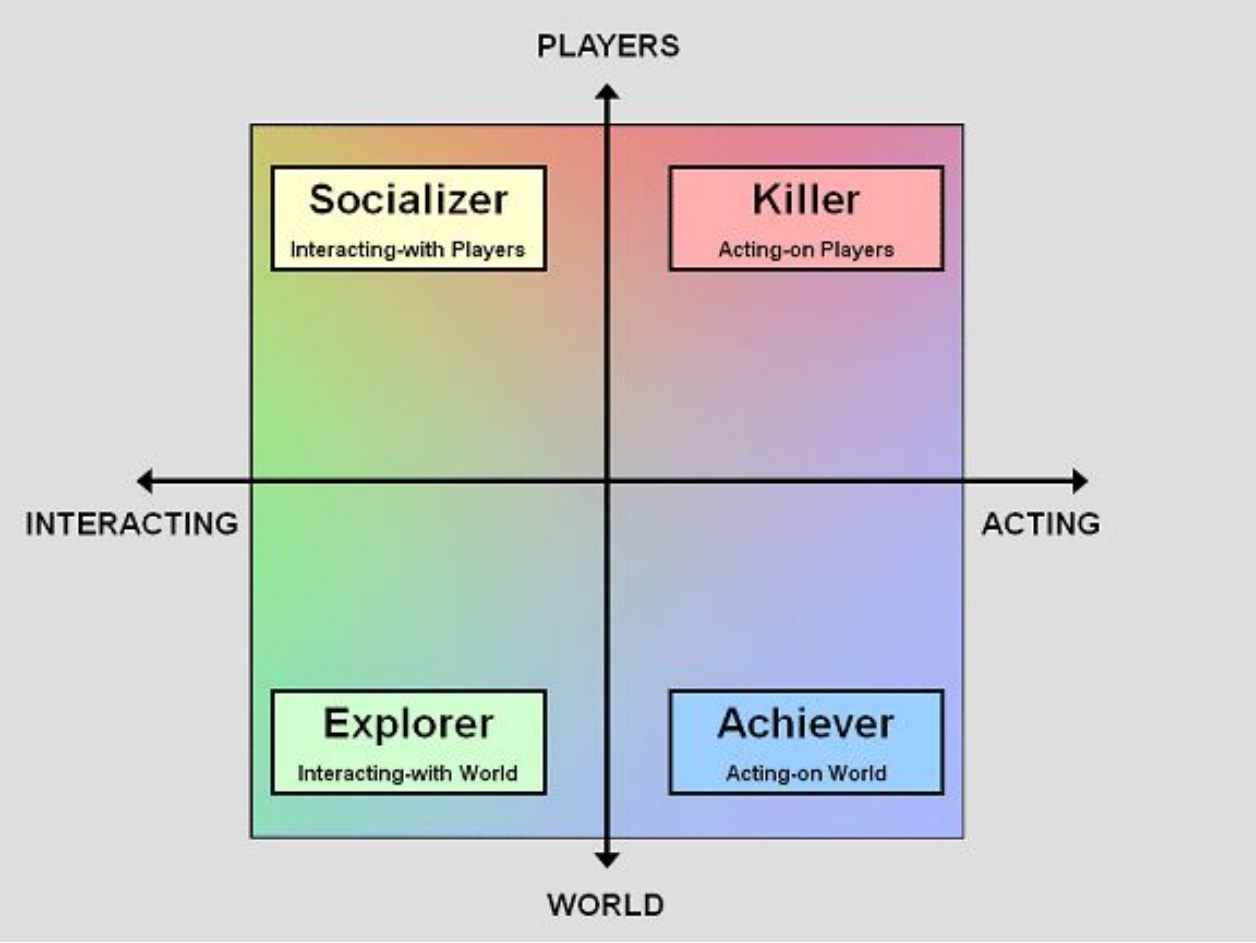


Mihaly Csikszentmihalyi, Flow Channel, Adapted from 1990 Flow: The Psychology of Optimal Experience


High
Low
Challenges
Anxiety
Flow
channel
Boredom
Low
High
Skills

Different frustration tolerance.



Richard Bartle (1987)

Achievers say things like:

- *"I'm busy."*
- *"Sure, I'll help you. What do I get?"*
- *"So how do YOU kill the dragon, then?"*
- *"Only 4211 points to go!"*

Explorers say things like:

- *"Hmm..."*
- *"You mean you don't know the shortest route from <obscure room 1> to <obscure room 2>?"*
- *"I haven't tried that one, what's it do?"*
- *"Why is it that if you carry the uranium you get radiation sickness, and if you put it in a bag you still get it, but if you put it in a bag and drop it then wait 20 seconds and pick it up again, you don't?"*

Socialisers say things like:

- *"Hi!"*
- *"Yeah, well, I'm having trouble with my boyfriend."*
- *"What happened? I missed it, I was talking."*
- *"Really? Oh no! Gee, that's terrible! Are you sure? Awful, just awful!"*

Killers says things like:

- *"Ha!"*
- *"Coward!"*
- *"Die!"*
- *"Die! Die! Die!"*

(Killers are people of few words).

- **Achievers** are proud of their **formal status** in the game's built-in level hierarchy, and of how **short a time** they took to reach it.
- **Explorers** are proud of their **knowledge** of the game's finer points, especially if new players treat them as founts of all knowledge.
- **Socialisers** are proud of their **friendships**, their contacts and their influence.
- **Killers** are proud of their **reputation** and of their oft-practiced fighting skills.

Demonstration.

Do we have time for a demonstration?

https://www.flickgame.org

1 | 2 | 3

Observation.

Do we have time for an observation?

look for

- goals
- conflict
- rules
- win condition
- lost condition
- challenge
- describe a system
- game signs / symbols
- skills
- interactivity
- internal value of game element
- describe a system
- importance of the player (game design wise)
- quantifiable outcome
- experience
- feeling
- pleasure
- flow

Students, write your response!

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https://www.bit.ly/gameswithoutcoding

1. **explore** games without coding
2. **create** a 16 screen point'n'click adventure
3. **play** a game and **write** down first Game Design Observation (example; more instructions with followup mail)
4. **write** down notes about your game (theme, experience, genre) and **bring** them next time

Your takeaway message?

Students, write your response!

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Thank you!