

INFR 1335 – Lab 1

Intro & GDD's

- MSc in Games User Research
- naeem.moosajee@uoit.net
 - Super-ultra-urgent
- Labs
 - Monday: 1240-1600
 - Thursday: 1540-1700



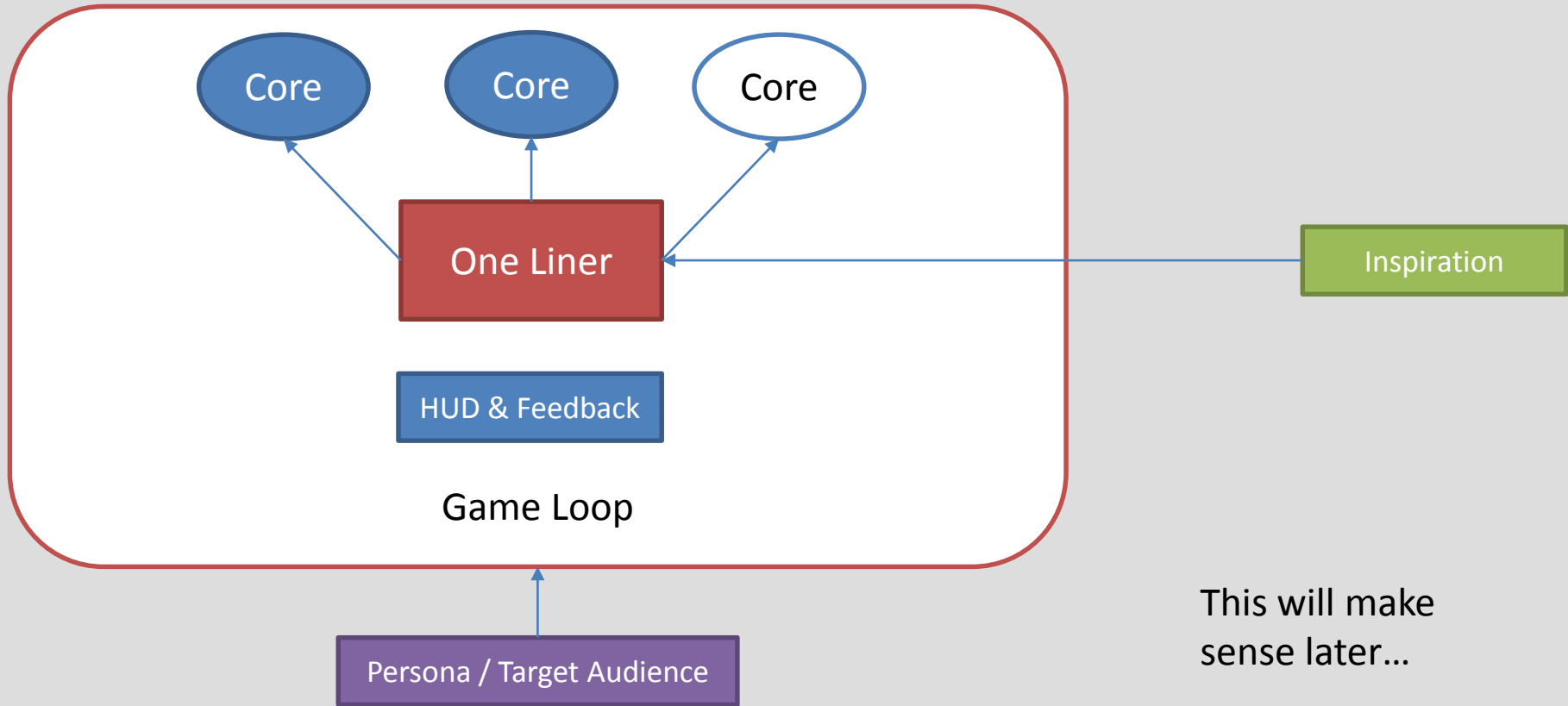
- o Focus on taking **methods** and **techniques** I have learned in AAA and developing streamlined techniques **indies** can utilize



- Reflective learning journal
- One dated entry per week (10 total)
- Not just a list of “we did this and we did that”
- Write about
 - Key activities
 - What worked well and what didn’t, why?
 - What you have learned by doing it
 - What you would do differently next time
- Marks will be allocated to **evidence of active critical engagement** not the “correctness” or quantity of the notes
- Can be written in your blog, but **submit as one PDF file**

Questions?

- Game Design Document
 - One Liner
 - Core
 - Game Loop
 - Persona / Target Audience
 - HUD, Signs and Feedback
 - Inspiration



Agenda

- Not a science
- Basically just creative problem solving
- Discuss ideas and scenarios
- Test ^
- Analyse results from ^
- Make changes

- Impress us!
 - Blocks of text are boring...
 - Diagrams, prototypes, flowcharts, graphs, ANYTHING > TEXT...
- Make & implement and systems – Not ideas
- Start having playable gameplay ~~tomorrow~~ TODAY!
 - Prototype fast and early to get our advice
- Excel is your new best friend

“Across multiple dimensions 3 factions of cocky spellcasters engage in a game of cat and mouse for the possession of the ultimate tome of knowledge”

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Theme

Avatar / Character

Core

Objective

- Create a one liner for:
 - God of War
 - Super Mario Bros (1985)
 - Bioshock
 - Bastion / Transistor
 - Skyrim

CORE DYNAMICS



Spatial Reasoning



Territorial Acquisition



Prediction



Survival



Construction /
Destruction



Chase/ Evasion



Sense Pleasure



Fantasy



Narrative



Challenge



Fellowship



Competition



Collection



Trade



Race to the end



Discovery



Expression



Abnegation

AESTHETICS

- Simulation
 - Sport
 - Transportation
 - Community Management
 - Rhythm
- Strategy
 - Real-Time Strategy
 - Turn-Based Strategy
- Role Playing
 - Real Time
 - Turn Based
 - Western RPG
 - J-RPG
- Action
 - Adventure
 - Text Adventure
 - Platformer
 - Stealth
 - Point and Click
 - Shooter
 - Fighting
- Puzzle
 - Collective
 - Themed
 - Mastery
- Other
 - Sandbox
 - Zen

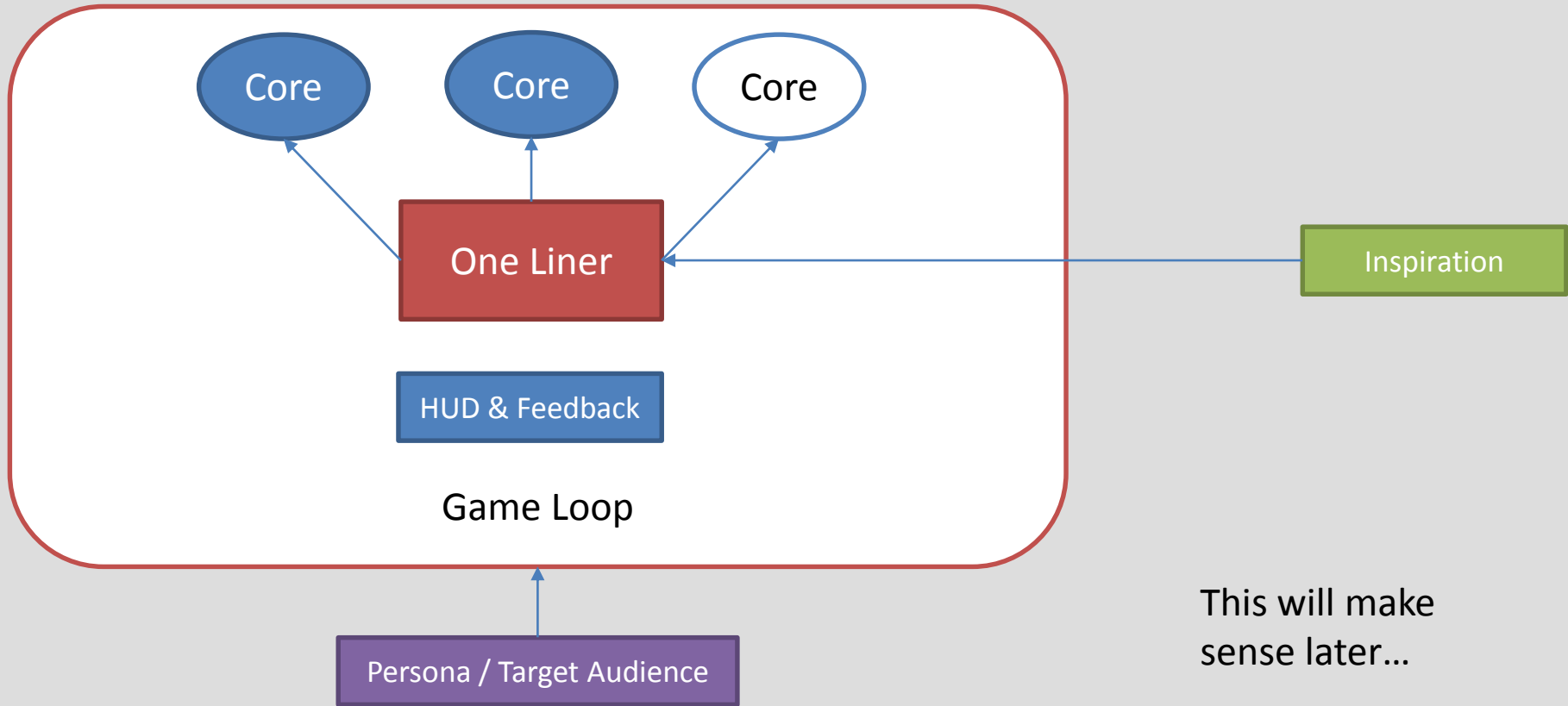
- Chase and Evasion
- 3 Overlapping dimensions
- Shift through dimensions
- Capture and hold the book

- Shooting
- Tackling
- Book throw...



REQUIRED SKILLS

-  A good **spatial comprehension** of the 3 worlds and their respective layouts.
-  An acute **strategic** and **tactical** mind to deal with two enemy teams at once.
-  A good sense of **communication** and **cooperation** with your teammate.
-  Sharp **reflexes** and timing for action packed gameplay.



This will make sense later...

- Lets look at some documents
 - Internal GDD
 - Final GDD's

- Your job: Start your internal GDD now
- Use: Word or **Google Docs**
- What to do:
 - [05 min] One Liner
 - [10 min] Type of Game

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- Use: Word or **Google Docs**
- What to do:
 - [05 min] One Liner
 - [10 min] Type of Game
 - [25 min] Target Audience/Persona
 - [30 min] Camera, Controls & Character
 - [20 min] HUD & Feedback

Questions?

○ News

- <http://www.gamesindustry.biz/>
- <http://www.gamasutra.com/>
- http://www.theesa.com/facts/pdfs/ESA_EF_2014.pdf

○ Portfolio

- <http://www.wix.com/>
- <https://about.me/>

○ Designing, Drawing, Developing... and communicating it

- <https://wordpress.com/>
- <http://www.deviantart.com/>
- <https://github.com/>

Things you should be doing