

MTEC 3175

Week 6 - Paper & Physical Prototyping

Game & Reading Response!

Just Three Discussions To Go - All Opinions Appreciated
(Two More After Today)

Reading:

Macklin & Sharp Ch. 6 - Design Values

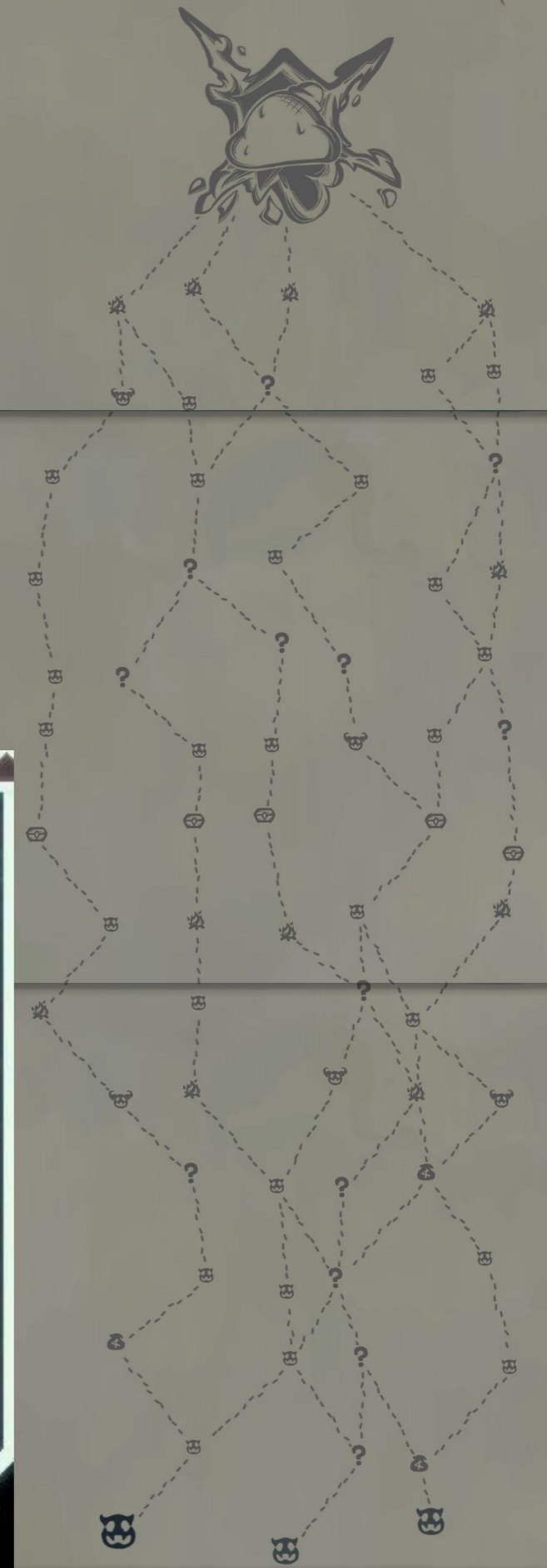
Games:

NetHack

FTL

Slay the Spire

Hades



TODAY'S PLAN

- Mini-Lecture (M&S Ch. 10) Prototypes as Playable Questions
- Class Skill Inventory & Teams Discussion (Form Next Week)
- Quick Check to Make Sure Everyone Has a Concept in Mind
- Break
- Lab - Attempt a Prototype of a Concept
 - Option A: Paper Prototype (use paper, take video)
 - Option B: Doodlematic Prototype (draw on paper, use app)
 - Option C: Physical Prototype (use the room, take video)
- Remaining Time: Discuss Prototypes and Post Concept Docs!



GAMES, DESIGN *and* PLAY

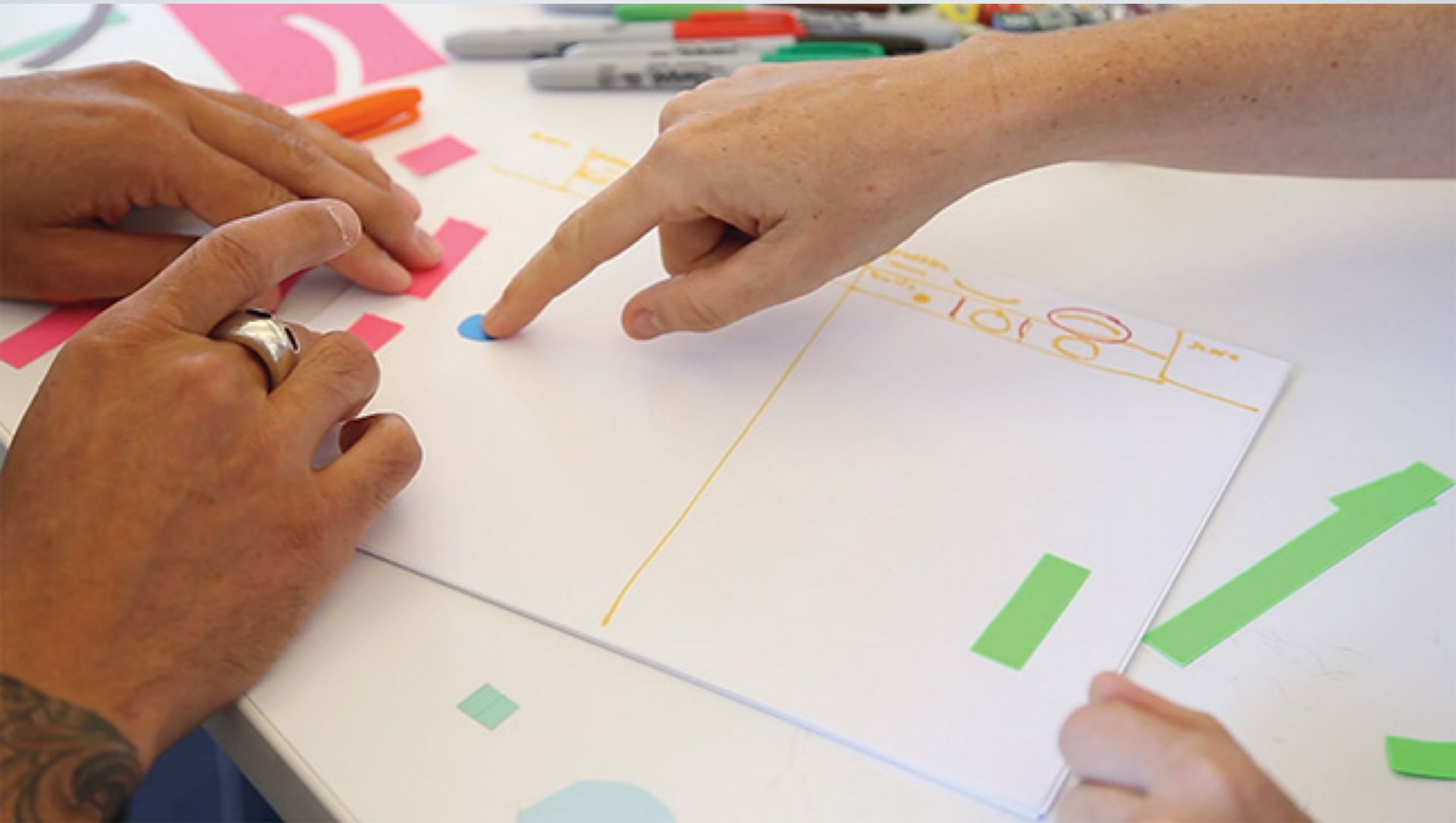
A DETAILED APPROACH TO ITERATIVE GAME DESIGN



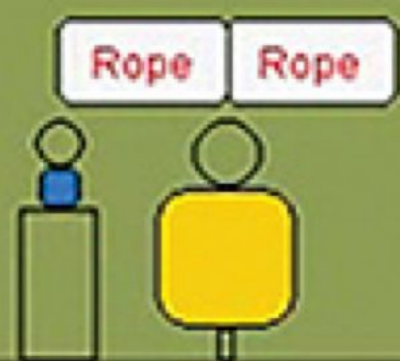
Colleen MACKLIN | John SHARP

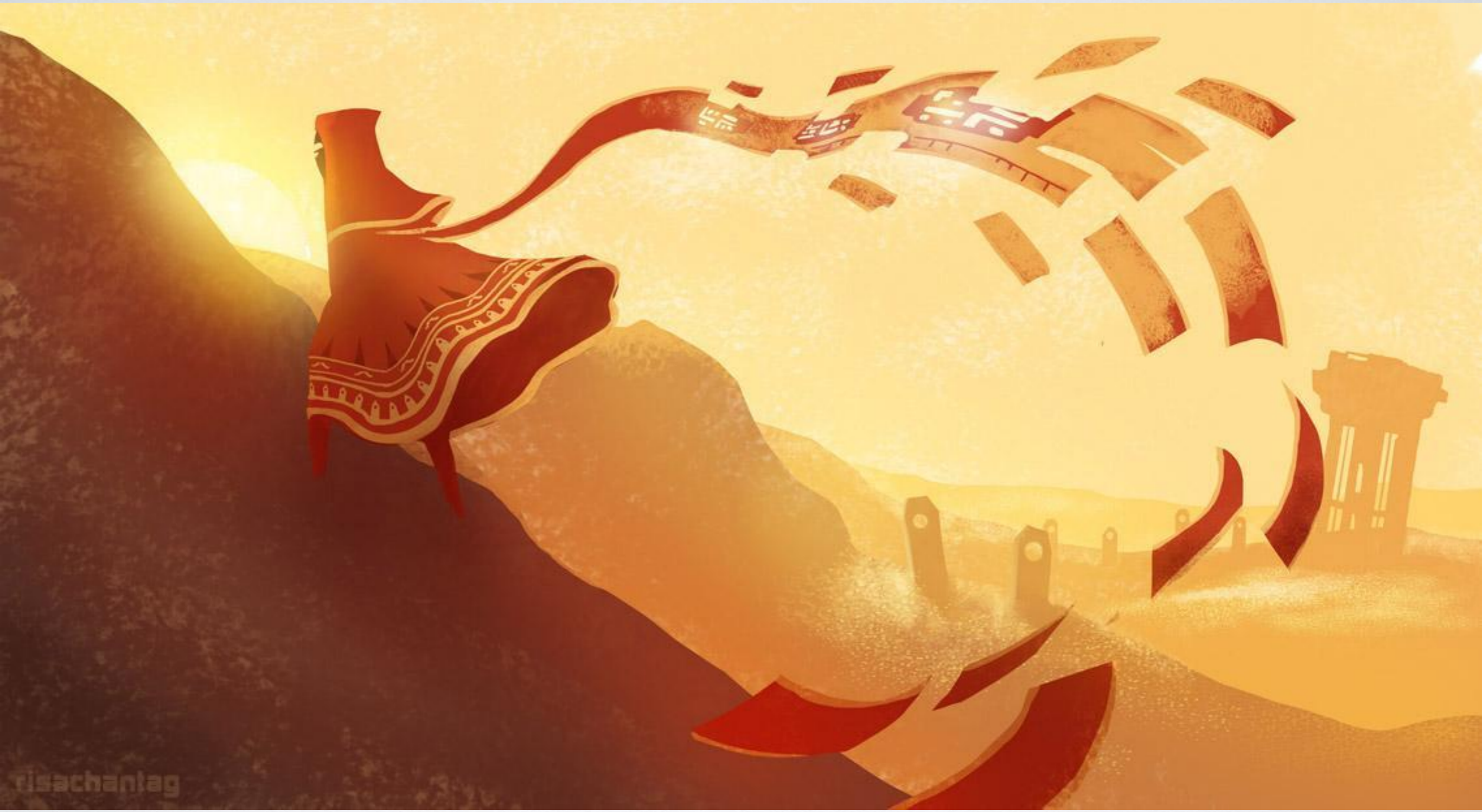
“Eight Kinds of Prototypes”

- Paper Prototypes
- Physical Prototypes
- Playable Prototypes
- Art and Sound Prototypes
- Interface Prototypes
- Code/Tech Prototypes
- Core Game Prototypes
- Complete Game Prototypes









risachantag

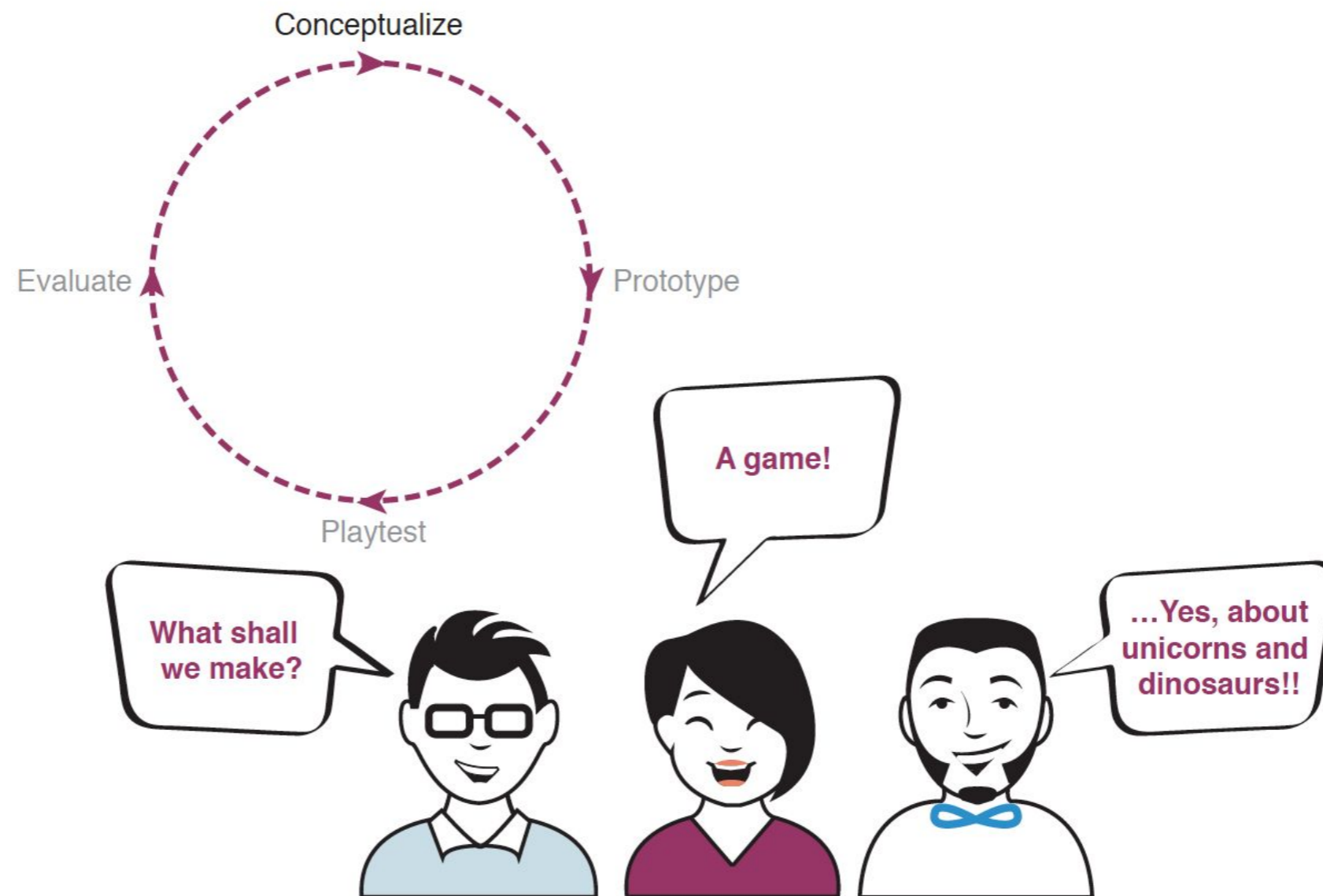


Figure 9.1 Conceptualization begins the iterative cycle.

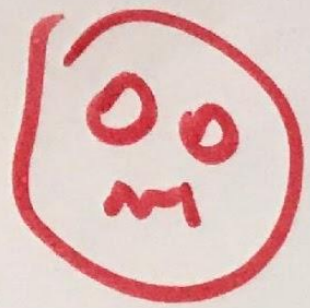
Skill Inventory Time

Concept Check Time (& Possible Team Formation)

(Legacy Slide)

PROTOTYPE PROCESS

- Write down all the **nouns & verbs** associated with your game on index cards.
- Determine if **Physics-Based** (hitting, bouncing) or **Rules-Based** (puzzle-solving, NPCs that move or act, player navigation) behaviors,
- **IF PHYSICS-BASED:** 1) model kinetic interactions between objects, 2) make a miniature version, 3) consider different points of view on the action.
- **IF RULE-BASED:** 1) identify the behaviors of NPCs or elements in the game, 2) model these behaviors, 3) write the rules from these behaviors on index cards & have players follow them.
- **IF RULE-BASED, BUT MORE NAVIGATIONAL;** 1) use the room as a model for this navigation, 2) tape off pathways or use objects in the room to define space.



Hazard



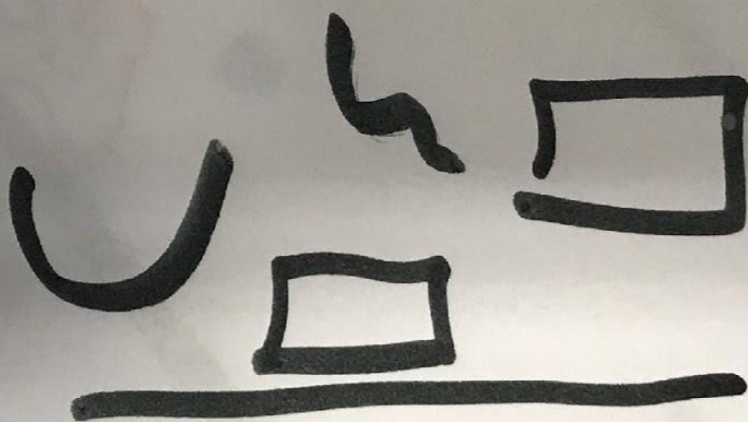
Movable



Goal



Player



Ground



Lab Time: Prototype!

(Prof. will join each Breakout Room as quickly as possible)

Options:

- Option A: Paper Prototype (use paper, take video)
- Option B: Doodlematic Prototype (draw on paper, use app)
- Option C: Physical Prototype (use the room, take video)

HOMEWORK CLARIFICATION

- 1) By **3.12** (next Friday), Game Journal & Reading Response (like normal)
AND Post a LINK to an active **CONCEPT DOC** to OpenLab
- 2) By **3.19** (Friday after), Post a LINK to an active **GAME DESIGN
DOC** to OpenLab
*(also final date for all GJ/RR/Lab posts - total of 55% of your
grade!)*
- 3) By **3.26** (2 Fridays), make sure your GDD is posted & updated for
full Game Design Doc Credit
(10% of your grade!)

Questions?

Next Week's Games:

Walden

Journey

Kentucky Route Zero