Game Design

Lecture 7

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Back to four steps

Foundations

Structure

Formal details

Refinement

Foundations

Basic Idea

Problems with bugs

Still checking idea

Structure

Functionality and fun

Are players reaching the objectives?

Are players engaging in conflicts?

Formal details

Functional

Internally complete

Balanced

Refinement

Get Focus Back

Accessibility

Prototyping Stage	Functional?	Internally Complete?	Balanced?	Fun?	Accessible?
1) Foundations				●	
2) Structure	●			●	
3) Formal Details	●	●	●		
4) Refinement				●	●

Functional?

Give your prototype to new testers

Say nothing

Can they finish it?

Complete?

Missing rules and mechanics

Unfinished parts (in terms of design)

Exercise

Shooter

Rounds

Spawns / Spawns Kills

How to prevent rage?

Loopholes

Is it a loophole or a feature?

Give your prototype to seasoned testers

Ask to break the game

How far can they go?

Dead Ends

Can't move

Can't win or lose

Balancing

Balancing Variables

Balancing Dynamics

Balancing NPCs

Balancing Skill Level

Variables

HP, Speed, Time, Bullets…

Build 3 difficulty levels

Change variables one by one

Dynamics

New combinations of variables

WOMBO COMBO

Many examples

Reinforcing Relationships

Early Advantage

Easy to predict result

Boring

You can measure it

# Exercise

How to eliminate RR?

TCG

BR

Strategy

Dominant Objects

IMBA

Get Stats

	Rock	Paper	Scissors
Rock	0	+1	−1
Paper	−1	0	+1
Scissors	+1	−1	0

Герой	Количество игр	Games Banned	Popularity	Процент побед	% Δ
D.Va	14298	37511	65,8%	58,3%	15,2%
Кель'тас	12701	34460	59,9%	49,2%	1,3%
Ли-Мин	21509	21587	54,7%	47,6%	0,5%
Тассадар	18136	24820	54,6%	52,2%	-0,3%
Диабло	21180	17373	49,0%	49,3%	0,1%
Mei	10522	25727	46,0%	53,4%	-0,7%
E.T.C.	15678	17570	42,2%	49,7%	1,1%
Imperius	12771	20129	41,8%	49,9%	-1,2%
Джоанна	16292	12906	37,1%	48,6%	0,8%
Гаррош	9540	17557	34,4%	48,0%	0,9%

Dominant Strategies

Tic-Tac-Toe

Not the same as favorite strategy

Counter-strategies

Balancing Positions

Symmetry (of what?)

Going first

Length of the game is important

Asymmetrical Games

Different characters

Different positions

Different Goals

What about your game?

Ticking Clock

Weak Defender

Strong Attacker

Limited Time

Protection

Equal powers

May change roles

Exercise

Add asymmetrical mechanics to you game

Individual Objectives

First to win?

Many winners?

Are they actually interacting?

Completely Asymmetric Games

What to do?

Produce the first prototype

Playtesting script

References

Game Design Workshop-A playcentric approach to creating innovative games-2nd Edition

https://www.gamasutra.com/view/feature/169069/finding_out_what_they_think_a_.php?page=2