



Game Design

Lecture 8

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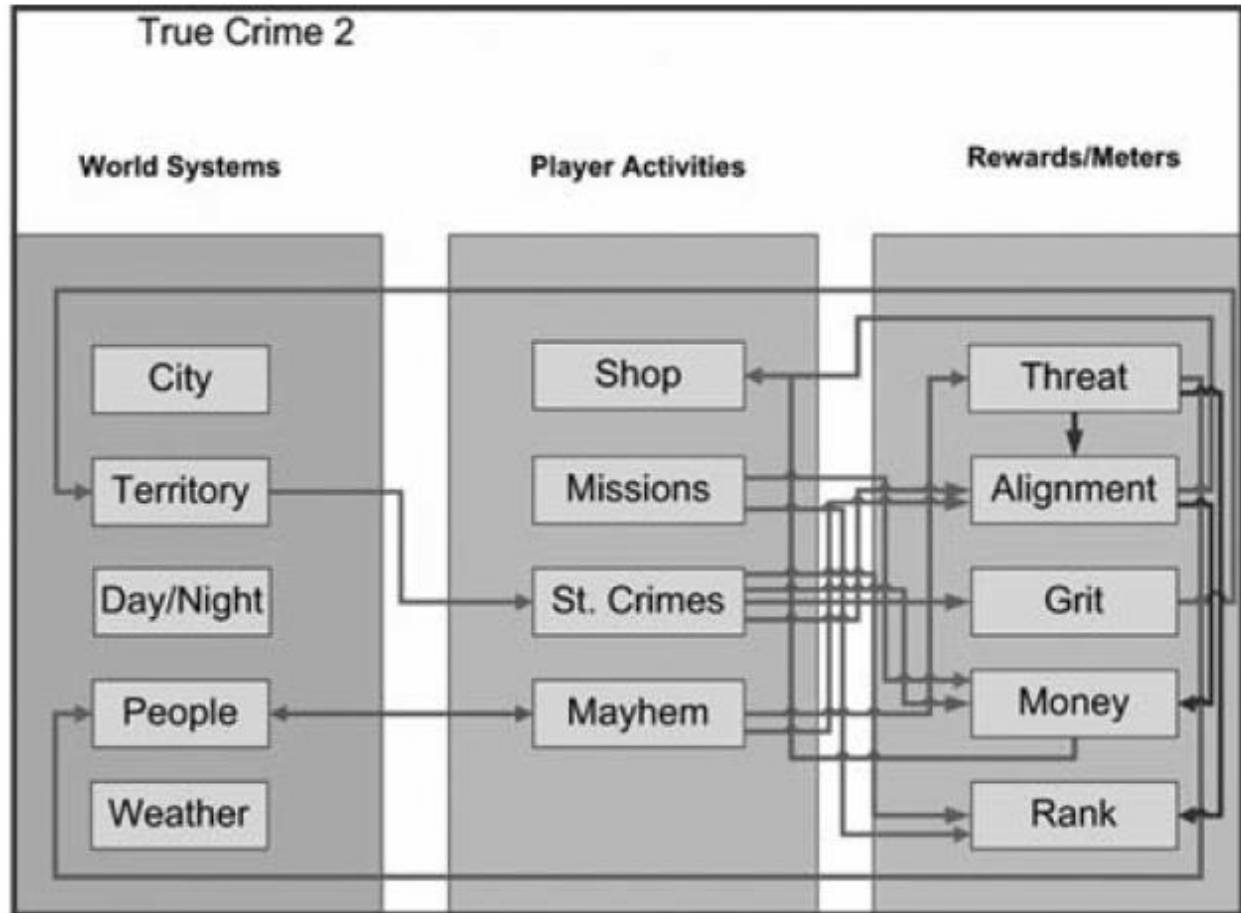
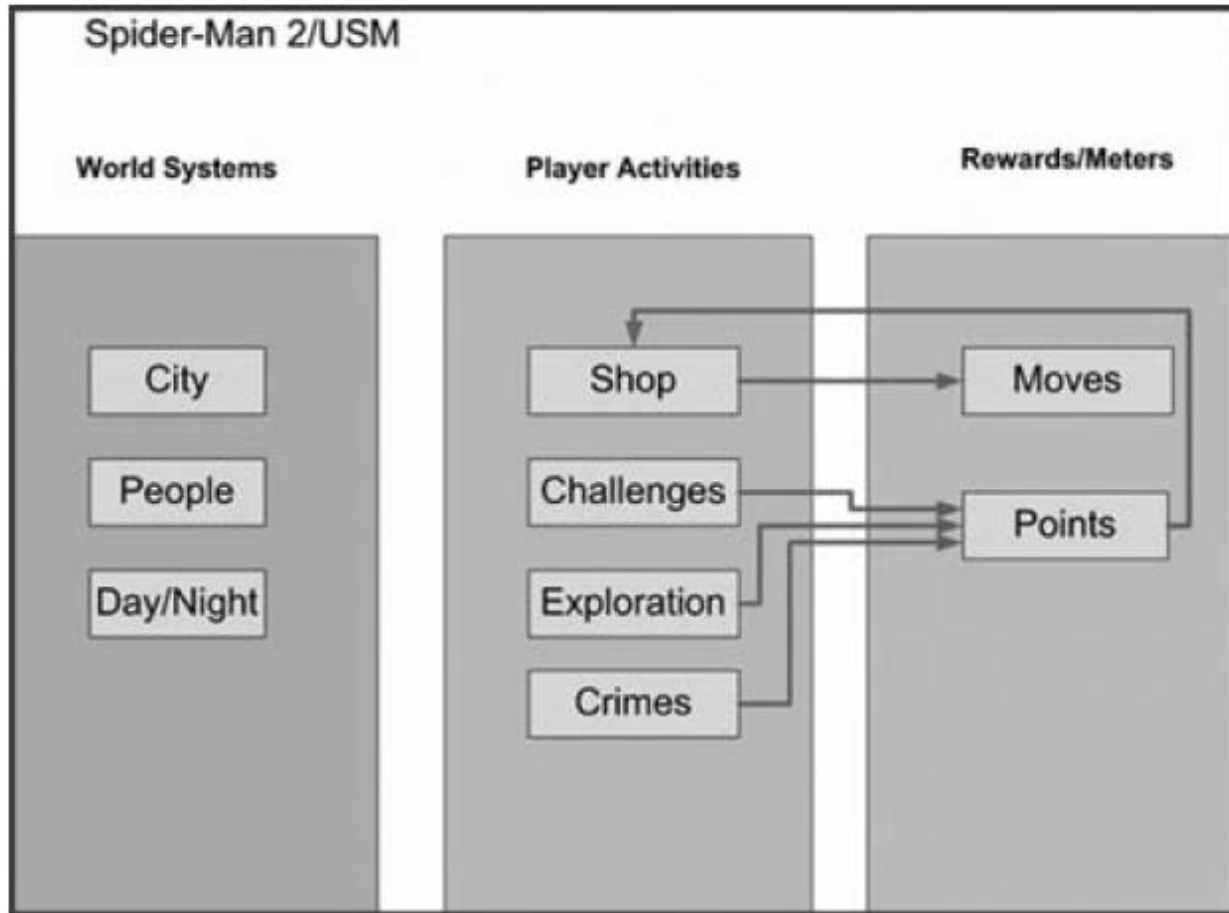
Tasks



01

Feature-cut

Purity of Purpose



Diagrams courtesy of Activision Central Design (Jeff Chen and Carl Schnurr)

Exercise

Get list of features for your game

Find the least important feature

Remove it

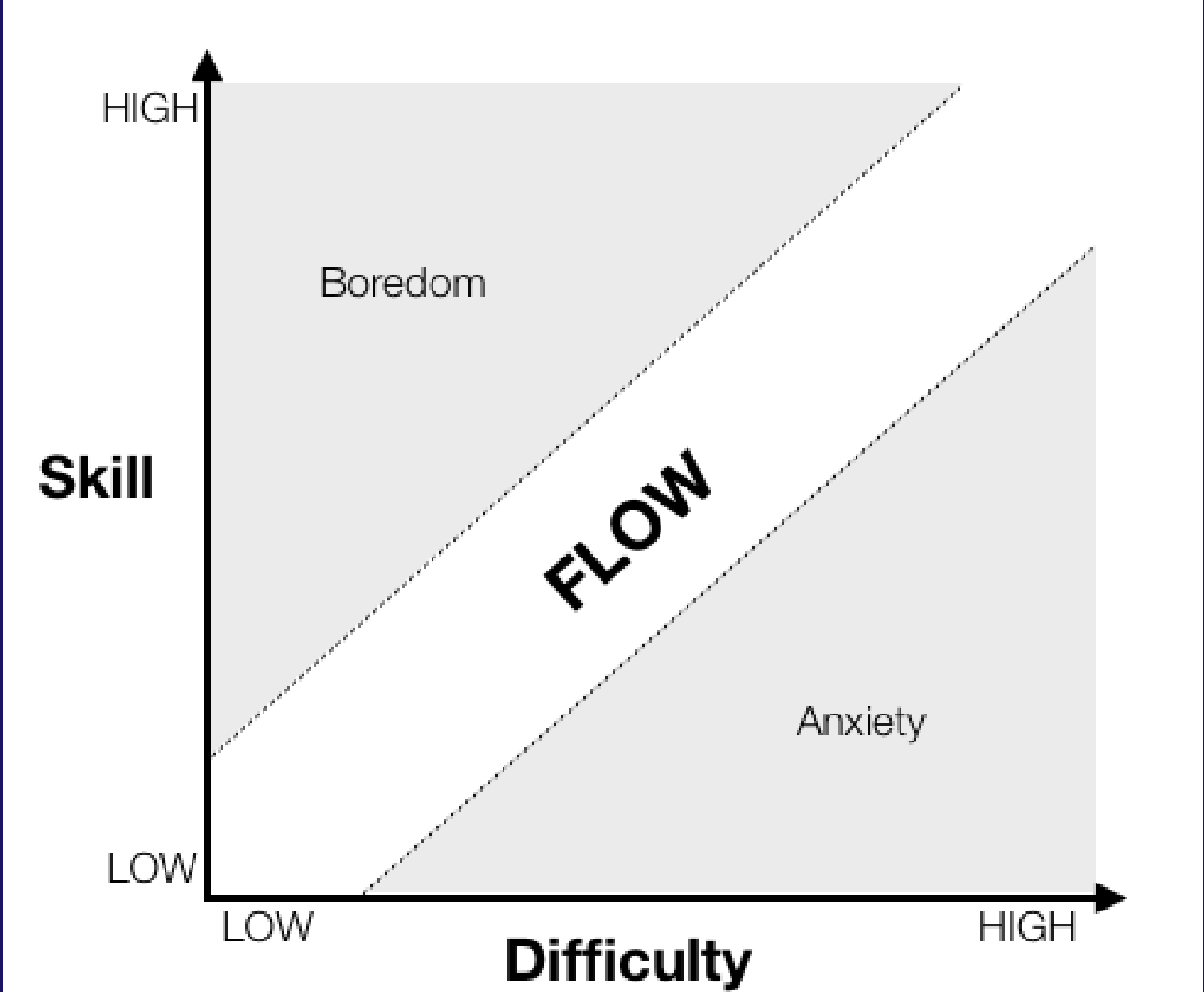
Re-check game



02

FUN

Challenge



Reaching and Exceeding Goals

Goals are too hard to achieve

Goals Structure

Competing against Opponents

Competition?

Communication

Look at playtesters

Stretching Personal Limits

Custom and personal goals

Can't win, but can achieve

Exercising Difficult Skills

Master Single Skill

Praise the skill

Add more skills

Making Interesting Choices

Can play-testers see **consequences**?

Macro and Micro Choices

Play

Types of play

What types are available in your game?

Types of players

The Competitor: Plays to best other players, regardless of the game

The Explorer: Curious about the world, loves to go adventuring; seeks outside boundaries—physical or mental

The Collector: Acquires items, trophies, or knowledge; likes to create sets, organize history, etc.

The Achiever: Plays for varying levels of achievement; ladders and levels incentivize the achiever

The Joker: Doesn't take the game seriously—plays for the fun of playing; there's a potential for jokers to annoy serious players, but on the other hand, jokers can make the game more social than competitive

The Artist: Driven by creativity, creation, design

The Director: Loves to be in charge, direct the play

The Storyteller: Loves to create or live in worlds of fantasy and imagination

The Performer: Loves to put on a show for others

The Craftsman: Wants to build, craft, engineer, or puzzle things out

Living out Fantasies

Inspiration for players

Explore with personal ethics

Social Interaction

What interactions?

What opportunities have you provided?

Exploration and Discovery

Hints too obvious

Help, but not too much

Go on adventure

Collection

Just MTG

Many types of players interested

Stimulation

Any senses

Motion Sensors, Guitars, Feedback

Self-Expression and Performance

Show off!

Artwork

Construction/Destruction

Both are important

Sandcastles

Story

Do you have a compelling, imaginative premise?

Do you have unique characters?

Does your story line drive the gameplay or emerge from it?

Are your players playing your game because of its story or despite it?

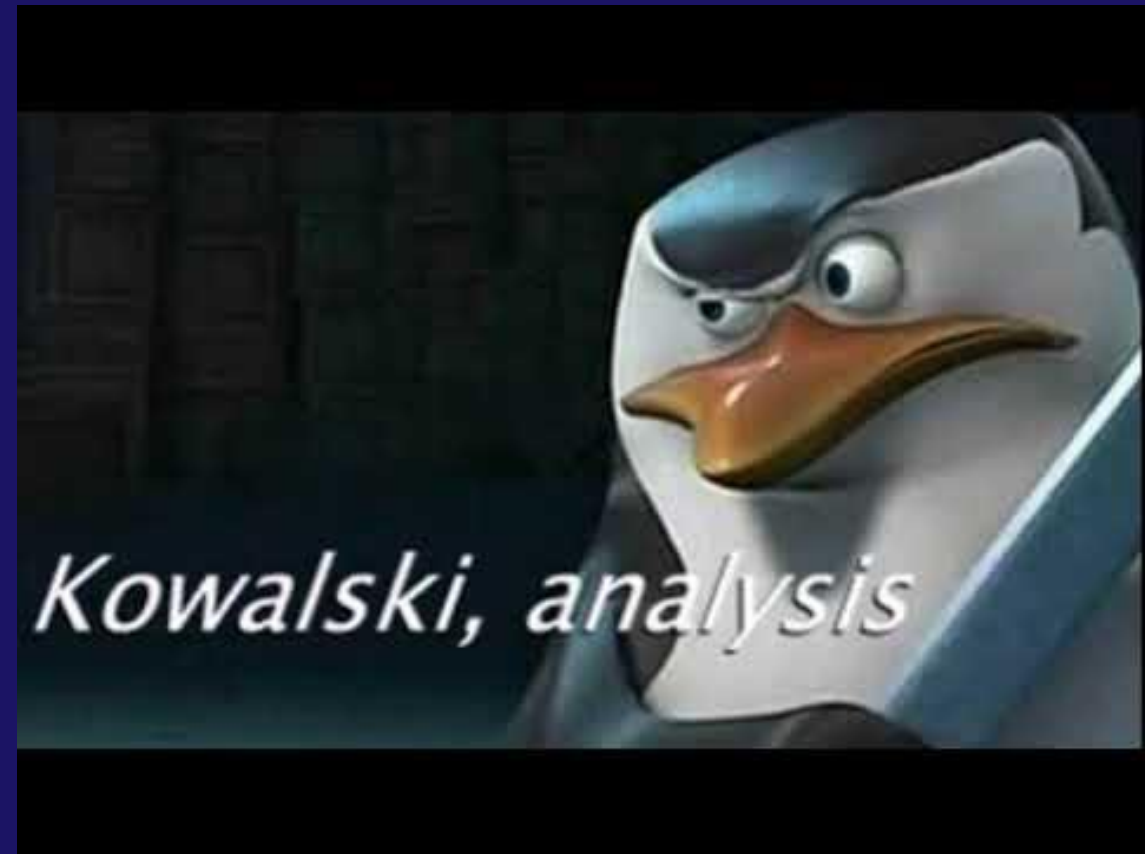
What is it about the story, the characters, etc. that is working or not working for them?

Monopoly

- Goal of owning all the property on the board
- Competition among players
- Fantasy of being a real estate tycoon
- Social interaction with other players, trading properties, etc.
- Construction/destruction of houses, hotels, and monopolies
- Collection of property sets

Tetris

- Goal of clearing all your lines of blocks
- Stimulation of catchy music, colorful blocks
- Collection of all the blocks in a single row
- Construction/destruction of rows of blocks



Exercise

Your Game:

1

2

3

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