Comments on Homework

- Some are language specific
- Ensure everything will look good when printed

Reading Assignments

- Blog post: not going to discuss in class, has good info not how not to bore players, how good games give the user different experiences

Understanding Fun

- Fun as evolutionary trait
  - May have originated out of learning basic survival skills through play
- Games derived from survival skills
  - Categories: Physical, Social, Mental
- Physical
  - Started as dance games, Wii integrates literal physicality
- Combination of the Three
  - WoW virtual crafting, skills
- Definition of a Great Game
  - Criticism: Greatness relates to meaningful choices
- Compelling Goals
  - Competition
  - Revenge
  - Creation
- Choices
  - Infinite choices can become unmanageable if only because of the level of customization required
  - Classic structure is a convexity: all paths move eventually to the same place
    * Can be a level
* Can create a fractal structure by having each node being a convexity
* Can be chained or embarked upon simultaneously
* Popular because you can have freedom and linear storytelling, minimizes waste

– Flow
  * Good games create a state of exhilaration, enjoyment (flow)
  * Introduce one new thing at a time and let the player adjust

– Story
  * Actions allow the player to experience the story
  * Add emotional context

– Characters
  * Again, actions should provide characterization

Text Adventures

• Structure system around states

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Homework #2 Notes

• Needs to have at least similar level of detail, not necessarily be the exact implementation as specified on the website

• LoTR Online session will be held soon

Game Design

• Actors and agents can mean the same thing

• Designer focuses on how the game is formed
  – What parts are necessary to compose the game?

• Frame: Inside the game

• Player-Game Model
  – Mechanics - What the player does
  – Interface - Communication between game and player
  – System - Underlying behavior and structure
• Control Vs. State Vars
  – Easy to mix these up if not planning

• Seven Stages of Action
  – Can apply to AI actions as well
  – Can scale from individual game mechanics all the way up to an entire game

• User/Designer models can differ

• Actions performed in the game might not correlate to what is being modeled

• Need to have nuanced choices in your game, otherwise it’s too dramatic

• Choices
  – Long-term: choosing character’s alignment, class

• Goals: What player identifies with vs Objectives: What designer implements

• Resources
  – Ex. ammunition types and scarcity

Pong (Ping)

• Main loop controls all game state updates

• Reverses direction on wall hits

• Paddle rate is controlled by hitting the key a lot or if there’s a keyboard repeat feature in the OS (as written in the Unicon example)

• Want some lower-level keyboard input than what your OS provides