

# 01-25-11

## 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

## 01-27-11

#### 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 Unicorn example)
- Want some lower-level keyboard input than what your OS provides