

Session 6, February 1

Announcements

LOTRO Accounts

- Tentatively set for a week from Wednesday, February 9

Rabin 2.2 (Part 2)

- Game Theory is an area of mathematics
- Kinds of Decisions affect game play
- Music and sound are often static parts of a game
- Some newer games have dynamic music aspects
- Many popular everyday things have simple and easy interfaces. Games should as well
- Bad restraints and unintelligible objects or actions/controls can be frustrating
- Relationships between objects needs to be defined properly
- Emergent complexity borders on Artificial Intelligence, but doesn't have to be elaborate
- Dynamic behavior of systems need to be self balancing
- Hardcore gamers make up most sales, though this is changing
- Tuning and balancing are often a part of a game's design
- The thinking hats can be used by a group to evaluate brainstorming sessions
- Working memory warns against designing a game that is either too complex to the user
- Game can help assist players to keep track of complex game mechanics

Tony Downey

- Dynamic content means procedural content
- Dynamic often looks ad-hoc to Dr. J

- Progress may or may not be in Pirate Dual games
- Obstacles are opposition to a players progression
- Tweaking can hit a point where you don't get what you put into it anymore
- NIH stands for Not Invented Here
- Too "canned" software can paint yourself into a corner
- Collection of data can violate a players privacy
- Data collected with permission or data that is already visible is ok
- Data mined from players about personal information without their consent is bad

Unicon Objects

- Initially is the last "method" in a class and doesn't need the method keyword

Bricks (Breakout)

- Return succeeds or fails, not always returning a value
- Timing loop was changed back to a delay, but timing loops are bad
- Paddle has flaws in code

Session 7, February 3

HW#2 Comments

- Will get an email if Dr. J can't build your HW#2

HW#3 Preview

- Should have most of the wrinkles out of the build process for Dr. J
- Try to make it fun to play after it is designed, not a requirement for HW#2
- Strategy should be a thinking game vs. a game of dexterity (thought vs. twitch)
- Good way to show off new skills you have developed

Game of Life

- Requires little to no AI and can be applied to other games

- Could be used in self balancing systems to provide a means to return to equilibrium

Rabin 3.1

- Action summary of Software Design course
- Recent resurgence of Independent developers in their garage
- Crunch time that results from most Cod and Fix jobs is a huge reason programmers burn out after several years
- Too much tuning and balancing needed for Waterfall model
- Automated builds almost always change graphics to suit the machine/application
- Acceptance test are often system tests of the entire game
- Look at fellow students to get ideas of tools available

Arcade Framework

- Example pseudo code doesn't pertain to major transitions, e.g. levels, savegames
- Some games (esp. 3D) will redraw everything instead of erasing and then drawing incrementally
- Graphics updates can be decoupled to reach a set frame rate

LOTRO will be held 7 – 9pm PST (8-10 MST) on Wednesday, February 9th