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