

Foundations of Interactive Game Design (80K)

week nine, lecture one

Today

- Demos of *Psychonauts* and *Dreamfall*
- Finishing games and fiction overview
- *Eliza* effect and look at fictional processes

Demos

Psychonauts

<http://www.psychonauts.com/>

Psychonauts



Double Fine (Tim Schafer) 2005

Dreamfall: The Longest Journey

<http://www.dreamfall.com/>

Dreamfall



Funcom (Ragnar Tørnquist) 2006

Psychonauts and *Dreamfall*

- What do you notice about these games?
- Both are “post-adventure” games.
Adventure games combined story and puzzles (hidden objects, order of operations)
- *Psychonauts* combines story and platforming
- *Dreamfall* updates adventure puzzle mechanics to 3D, adds combat and stealth

Game fictions, part 3

What about multiplayer
fictions that aren't in a
role playing game?

Gaming the real world



promotional game for the movie A.I.

Pervasive games

- Bring players out into the physical world with computing devices (PDAs, cell phones)
- An interesting form of performance play, and a promising site for fiction
- *Uncle Roy All Around You, Go Game, Nokia Game*



And finally there are those who
see the gameplay/fiction
relationship in other ways...

“Story Recognition”

- Will Wright, creator of *The Sims*, didn't think of it in terms of fiction
- But his players use *The Sims* for storytelling, and as a game designer he wants to respond
- Not storytelling but story recognition — making storytelling the gameplay



“Playable Texts”

- The 1970s and 80s had many textual games — and writing games have a long history
- What would it mean now to have a textual computer game? A graphical textual game? A multiplayer textual game?

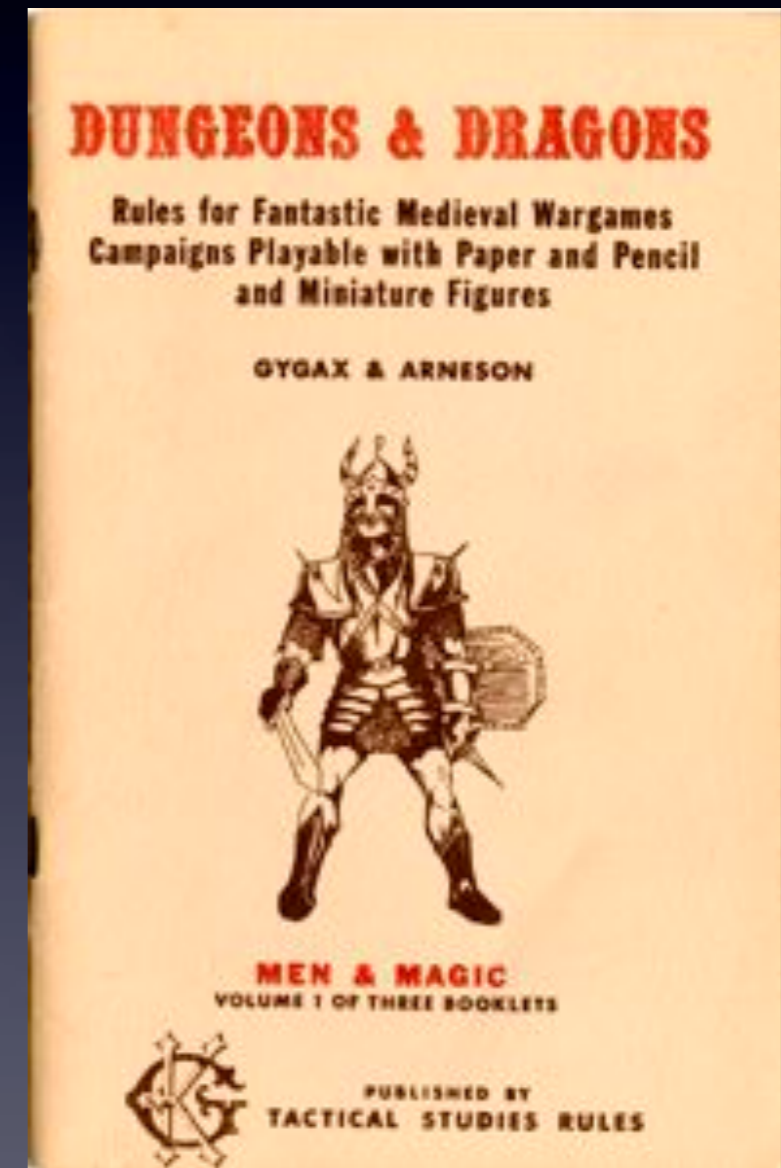


Screen, my piece for the Cave

Fictional processes

Role-playing games

- Began as tabletop games, descended from wargames.
- Statistical combat model generalized (e.g., character development).
- Referee becomes DM/GM, guiding collaborative storytelling.

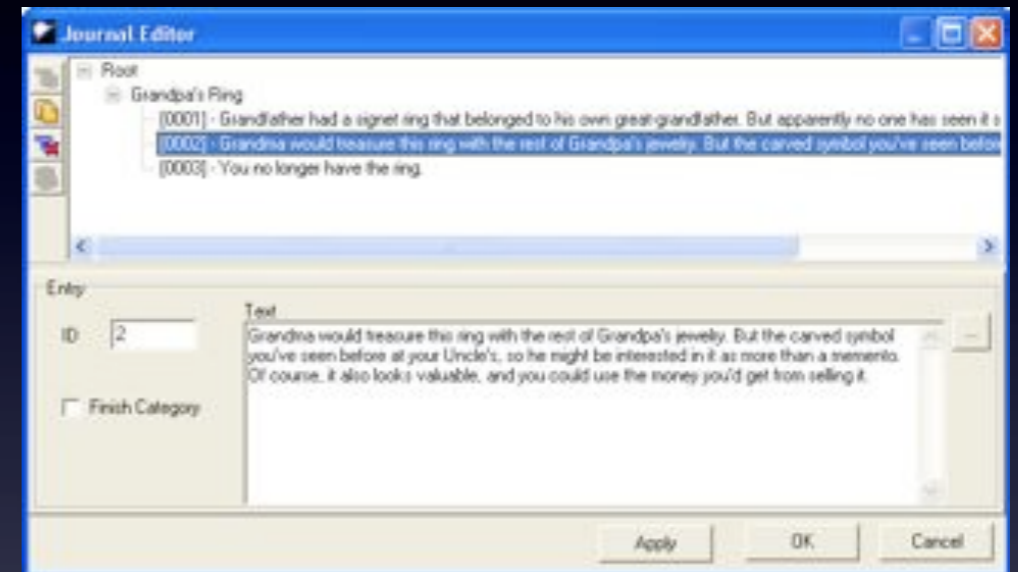


Computer RPGs

- Retain statistical combat and characters.
- Rich media representations, rather than abstract maps and group performance.
- DM/GM role played by operational logics:
 - Quest flags
 - Dialogue trees

Quest flags

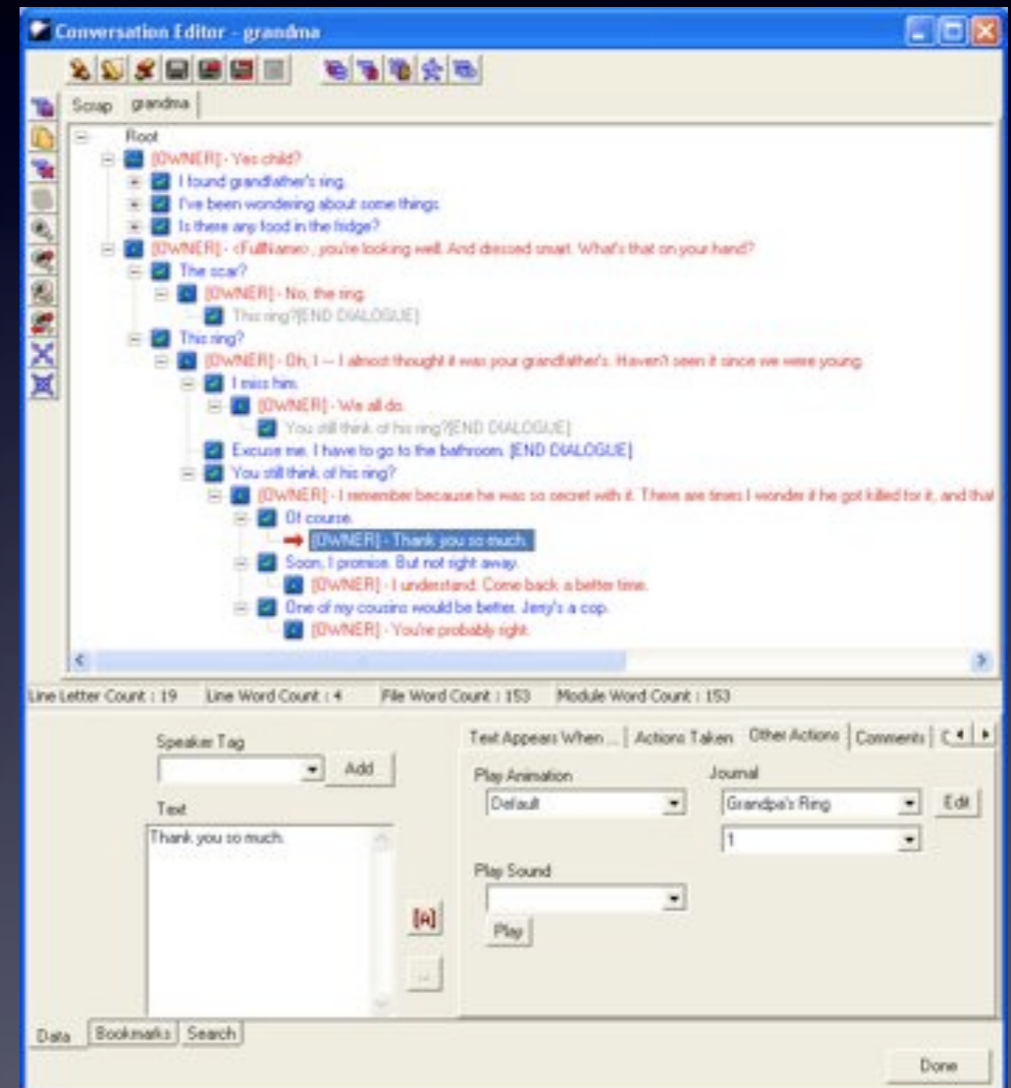
- Story broken into quests and sub-quests, flags at progress points.
- Quest state exposed to player in journal (or similar).
- Game scripts update flags and journal.



Journal editor
for Aurora tool

Dialogue trees

- Hierarchically-nested PC and NPC options.
- Active section chosen by flags, may set flags.
- Important element of gameplay (quests, battles, rewards, allegiances, etc.).



Conversation editor

This week

This week

- Playtestable games due in sections
- Visitors: indie developers Edmund McMillen and Alex Austin (syllabus is being updated with readings for this and other days)
- Details on final game contest — prizes from Electronic Arts, indie and big studio judges, and more...