Foundations of Interactive Game Design (80K)

week ten, lecture one
Today

- Jane Pinckard, “Love, Procedurally”
- Talking about the plan from here
- Games and difficulty
- *Super Meat Boy* presented by Steven Butkus and Robert Giusti
Love, Procedurally

Jane Pinckard
LOVE, PROCEDURALLY
(or, designing for the total limbic brain!)
EXPERIENCE = USABILITY/ANALYTIC + DESIGN/CREATIVE

Left-Brain Functions
- Analytic thought
- Logic
- Language
- Science and math

Right-Brain Functions
- Holistic thought
- Intuition
- Creativity
- Art and music
How do you feel?
The Three Layers of the Human Brain

- Neo-cortex
- Limbic system
- Reptilian
Virtual Pets
The market for Romance

2009 Sales (in $Millions)
(This is Alistair)
Love as a Plot Point
Love as a Spreadsheet

Plan the Coming Week

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<th>Monday</th>
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Begin the Week

Willpower  | Wit | Talent | Kindness | Propriety | Sensibility | Energy |
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Love as Mouseclicks
Love as a Progression of Screenshots

Apologize for not having the answer
Ask why he doesn't just give it a shot

I guess there's only one thing I can do.
Love as Sim
Love as Narrative
Love as Discovery
Love as Achievement

First Knight

10 points

Date: 6/11/2009
Status: Unlocked and uploaded
Description: Experienced the thrill of romance with Alistair
Games should Woo

“\textit{I want a game to pour me a proverbial glass of wine.}”
1. Have a sense of humor
2. Make use of Adrenaline-filled Moments
3. Let the Player Express Herself
4. Allow for Vulnerability
5. The Object of my Affection is Unique
Men are from Mars and Women are from the English Countryside?
Love is a Battlefield!
The plan

• I’m attending sections this week, we’re identifying the semi-finalists — make sure your files are named right!

• Finalists will be announced at the end of the week, will present 9–11am Monday

• Final exam 8–9am Monday (don’t be late)

• Final exam review lecture this Thursday
Any questions?
Games and difficulty
Games and difficulty

• How hard is *Demon's Souls*?
• How long is a play session?
• How hard is *Cityville*?
• How long is a play session?
• How hard is *Rock Band*?
Difficulty in Rock Band

• It’s really hard and really easy
• Depends on difficulty level
• Different levels can play together
• You can play for a long time or a short time
Difficulty in games

• Many games with broad audiences — *Rock Band* to *Angry Birds* — support a range of difficulties and session lengths

• Jesper Juul’s *Casual Revolution* describes how hardcore many players of casual games are — want challenge and play long sessions

• We’re also seeing the rise of games without strategic or dexterity difficulty...

• But as Jim Whitehead described, one way that old genres evolve is toward hardcore
Super Meat Boy

Steven Butkus and Robert Giusti
Super Meat Boy

Presented by
Steven Butkus
and
Robert Giusti

Pictures from Google images
Background

- Developed by Team Meat
- Designed by Edmund McMillen (native to Santa Cruz) and Tommy Refenes
- Originally released October 2010 as the successor to Meat Boy
- Single-Player Platform Game
Difficulty

- Super Meat Boy is highly regarded for its difficulty
- 3 types of levels, normal, warp-zones, and dark world levels (unlocked by earning a grade A+ in normal levels)
- Death is common in the game
- Low failure cost
- Respawn once dead
- Death to respawn is quick, creating a minor sense of flow
- Non-existent lives (unless in a warp-zone)
- Requires excellent timing, quick reactions, and the endurance to play fragments of levels until completion
In a world populated with realistic games...

- Super Meat Boy is aesthetically retro, going back to more simple, basic forms of game art (early-90s), but amazing nonetheless.

- With the art style of the Warp-zones being reminiscent of the “Golden Age of Gaming”.
Story

- You play as Super Meat Boy
- You must rescue Bandage Girl from Dr. Fetus
- You traverse through 6 worlds, over 300 levels (dependent on percentage completion), and multiple boss encounters
WARNING!

FIRST PERSON WHO SAYS KEYBOARD CONTROLS ARE BETTER THEN A GAMEPAD GETS SHOT IN THE FACE!