Foundations of Interactive Game Design (80K)

week eight, lecture three
Today

• Demos of *Eliza/Doctor* and *Façade*
• Discussion of playtestable version
• Finishing games and fiction
— but first —
Eight pounds, four ounces, and 20 inches
Demos
Eliza/Doctor

http://www.chayden.net/eliza/Eliza.html
You are like my father in some ways.

WHAT RESEMBLANCE DO YOU SEE

You are not very aggressive but I think you don’t want me to notice that.

WHAT MAKES YOU THINK I AM NOT VERY AGGRESSIVE

You don’t argue with me.

WHY DO YOU THINK I DON’T ARGUE WITH YOU

You are afraid of me.

DOES IT PLEASE YOU TO BELIEVE I AM AFRAID OF YOU

— Eliza/Doctor, Joseph Weizenbaum, mid-1960s
Façade
http://interactivestory.net/
Façade
Façade and Eliza/Doctor

• What do you notice about these two experiences, one from the mid-1960s and one from the mid-2000s?

• We’ll be talking more about each of them over my next couple lectures.
Playtestable version
Playtestable version

- A complete, playable version of your game, with all necessary instructions
- Other people will play in section, next week, without direct interaction with team
- Grading will take place during section
- Feedback from section playtesters should be reflected in the final game (1 week later)
Game fictions, part 2
Game fictions

• A great variety of fictions.
• But only two major approaches to how the fictional elements are implemented.
• Two examples: Prince of Persia: The Sands of Time and Fable.
Prince of Persia
The Sands of Time

Linear story, with side trips
(playing a cinematic story)
Fable

Putting it together

Linear story, good and evil choices

NPC logics same for animation and language

Renown

- fear
- awe
- worship

Morality

- respect
- disdain
- friendly
- none
- none

- friendship
Fable is an interesting industry effort — in line with other RPGs — we need to look to independent & research projects for the next step
Façade
an interactive drama

- Michael Mateas and Andrew Stern — writers, designers, and implementers
- Interactive characters, drama manager, and “bag of beats/mix-ins”
- A neo-Aristotelian one-act play, different every time
- Released summer 2005. *NY Times* says: “This is the future of video games.”
the characters
the drama manager chooses next “beat” by *rules*, not graph
<table>
<thead>
<tr>
<th>Address Subtopic</th>
<th>Dialogue</th>
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<tbody>
<tr>
<td>sculpture</td>
<td>G: (repressed, tense) &gt; but... now I can't take the sight of them! They're revolting!</td>
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<td>T: (desperate, angry) Oh come on*!</td>
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<td>T: Jesus why can't you just be happy with them? They're fine!</td>
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<td>T: (alt if 2nd subtopic) (desperate, angry, look away) Oh my God.</td>
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<td></td>
<td>G: (interrupted, smiling) Uh, yes, but these sculptures are an eyesore, aren't they?</td>
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<td></td>
<td>G: (interrupted, puzzled, brow knit) Uh, no, these sculptures are an eyesore, aren't they?</td>
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<td></td>
<td>G: (interrupted, a bit puzzled) Uh, well, these sculptures are an eyesore, aren't they?</td>
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<td></td>
<td>T: (impatient sigh)</td>
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<tr>
<td>wedding picture</td>
<td>G: (repressed) &gt; All day at work I design ads for stylish objects, like these picture perfect wedding pictures* ...</td>
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<td>T: (desperate, annoyed) Oh yeah, yeah, it's the first thing everyone notices when they come in!</td>
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<td></td>
<td>G: Yeah, we put up this wedding picture...</td>
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<td></td>
<td>G: &lt;same as style pl&gt;</td>
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<td></td>
<td>G: &lt;same as style pl&gt;</td>
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<tr>
<td></td>
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<td></td>
<td>G: (repressed, tense) &gt; but... it simply does not go in this room - it never did.</td>
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<td>T: (desperate, angry) Oh come on*!</td>
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<td>T: Jesus why can't you just be happy with this? This is fine!</td>
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**Sample beats**

coordinated actions, possible reactions
sample mix-ins
for non-beat reactions and transitions

T: (sigh) (slightly upbeat joking) Some days you're the dog, some days you're the hydrant.
T: (sigh) (slightly upbeat joking) Player, I should let you know, I don't necessarily agree with everything I say.
T: (sigh) (slightly upbeat joking) Player, I should warn you, I never know how much of what I say is true.

T: (sigh) (slightly downbeat joking) One good thing about being wrong is the joy it brings to Grace.
T: (sigh) (slightly downbeat joking) Women like silent men. They think they're listening.
T: (sigh) (slightly downbeat joking) There are two theories about arguing with women. Neither one works.

Lines in blue are also used in level2 dialog
avoid using *< in blue dialog, so it doesn't screw up level2 beatgoals

T: (upbeat joking) Oh, well, ha, you know what they say...

T: (upbeat joking) Love is blind. Marriage is the eye opener.
T: (upbeat joking) It variety is the spice of life, marriage is the big can of leftover Spam.
T: (upbeat joking) It it weren't for marriage, men and women would have to fight with total strangers.
T: (upbeat joking) Marriage is a wonderful institution, but who wants to live in an institution?
T: (upbeat joking) If love is the answer, could you rephrase the question?

T: (downbeat joking) Ha ha ha!
G: (a bit frustrated) Trip*c... (frustrated sigh)
T: Just kidding. (clears throat)

T: (downbeat joking) Oh, well, heh, you know what they say...

T: (downbeat joking) All marriages are happy. It's living together afterwards that is difficult.
T: (downbeat joking) Marriage is not a word -- it's a sentence.
T: (downbeat joking) Marriage is like a hot bath. Once you get used to it, it's not so hot.
bringing it together
Are all games with meaningful fictions single-player?
Massively Multiplayer Online Role Playing Games (MMORPGs)

- Other characters are smart, unpredictable — they’re real people

- Related to tabletop RPGs (*Dungeons & Dragons*)

- Freedom to roam and adventure, but no GM (or drama manager)
MMORPG Fictions

- Local performance — event teams (e.g., starting battles) and player events (e.g., weddings)

- Global stories — Asheron’s Call updates, SWG’s Galactic Civil War

- Story-centric MMORPG — A Tale in the Desert (no combat, scheduled end)

- Agreement that AI is future
What about multiplayer fictions that aren’t in a role playing game?
Next week
Next 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...