Today

- Guest lecture by Chris Lewis (UCSC)
- Game contest info
- Demo of *Portal*
- Discussion of playtesting
Game contest
Final game contest

- Your final games are week 10 in section — you will give a 3 minute demo
- It’s best to have practiced the demo, because we’ll cut you off if you go long
- Your demos will be the basis on which the TAs, reader/tutors, and professor will choose the semi-finalists for the contest
Final game contest

- Semi-finalists will be narrowed to finalists — sent to judges and notified to prepare demo for class meeting time Thursday, 3/18

- Final judges from big studios, indie studios, and academe
Final contest prizes from EA

- 1st & 2nd prize: 2 games per team member (your choice of games from EA, except “EA Published”)
- 3rd prize: 1 game per team member
- There may be more from others...
Questions?
Portal

• A student project (Narbacular Drop) by Kim Swift & 6 others, with an innovative use of something already in game engines

• Core innovative idea brought into Valve, polished & developed into great, short game

• *Left 4 Dead* a similar story: innovative AI-focused game by small team, brought into Valve and developed
Not just design inspiration...
Prey’s 1998 portals

Could compare gameplay in *Prey, Portal, Narbacular Drop*, games with see-through teleporters, etc.
Playtesting
Stages of design

- Concept stage — concept, audience, player action, dream
- Elaboration stage — iteratively design gameplay mode, core mechanics, protagonist, world, levels, story, extra modes
- Tuning stage — small adjustments to core mechanics, levels, etc. so as to create a balanced, smoothly progressing game
- Playtesting central to last two
Playtesting

- Self testing, confidants, people you don’t know, and your target audience
- Introduction (2-3 min), warm-up (5), play session (15-20), discussion of game experience (15-20), wrap up
- Definitely take notes! Some also do surveys (quantitative data), collect game logs, etc
Next week
Next week

- Your first schedule update is due
- Your multi-game analysis should be completely researched (leaving you time to write)
- Guest speaker Henry Lowood (Stanford) on Thursday — open to campus