Game Design Studio I
week 7, class 3
News

• Team Debris (formerly Burning Steel) is greenlit!

• I’d like any revisions to team rosters by end of weekend (to me and Brandon)

• 170 students *must* be on a greenlit team, independent study encouraged to be

• I have canceled my trip to Florida
Today

- Short lecture — and then physical prototypes (one more Monday)
- Team tool (Brandon) and computational prototypes (Noah, and do reading early)
- Physical prototype packets due to Brandon tomorrow (except Debris)
- Change password on machines (account name: UCSC email) changeme!1
Computational prototypes
Computational prototypes

- As always, prototypes are to answer questions.
- For the computational prototypes, the first should answer a design question — while the second can be design or technology.
- Again, answer the most pressing questions first — and use prototype for team communication.
Design questions

- How will a core spatial/control mechanic feel? (Interface-in prototyping)
- Will the emergent NPC/enemy behavior be what we expect? (AI prototyping)
- Are the permutations balanced relative cost? (Unit customization testing)
- Good flow of narrative and space? (Use Inform or Aurora?)
- Do the systems interact as expected? (Combos of resources, combat, other rules)
- Will the visual aesthetic be achievable and appropriate? (Design/tech border question)
Computational prototypes

- For next week, you will create a prototype to answer a key design question
- Before class, you will make slides about the prototype, the question, and what you think the answer was
- You will bring a revised prototype to class, ready to run
- You will give a slide presentation about your prototype, then people will play them
- You will package the slide presentation (include screenshots) and prototype code. Email to Brandon by end of day next Saturday.
Next week’s prototypes

- Monday, November 9th:
  Stack ’n’ Deploy,
  ARC Infinitum,
  Debris (physical prototype)

- Friday, November 13th:
  Helios,
  Penumbra,
  Debris (computational prototype)
Team tool
Let’s look at physical prototypes