Game Design Studio I

week 2, lecture 2
Today’s agenda

- A few notes on prototyping and pitching
- Assignment for next week
- Selected game ideas from posters as in-class pitches
- Answering questions about today’s reading (Fullerton chapters 2 & 7)
Prototyping

- You need a way to answer “will the key elements of my game work” without building the full game
- Work means, “produce the right gameplay”
- The options are to either (a) use existing gameplay or (b) build prototypes
- Prototypes also great communication form
170 prototypes

- **Stack ‘n’ Deploy** was prototyped with a physical map, counters, cards, and a team member doing pilot AI.

- **Penumbra** was prototyped with blocks, a light, and a lazy susan.

- Prototyped the core mechanics — and they had the right kinds of challenge and feel.
Pitches

- Pitches are a form of performance
- Have a structure
  - Start with the big, interesting idea
  - Call out structure with transitions
  - Come to a strong conclusion, ending on your main point (do not end with running out of steam or time)
Pitches

• Talk to the audience, not the slides
• Do not *read* a script — perform
• Do not have everything you’re going to say on your slides (class slides != pitch slides)
• Practice — being smooth and on time depend on it (and are essential)
• If you have speaking anxiety, there is help!
Over the weekend

- Three more game ideas — all for Imagine Cup, ecoReserve, and/or GD Archive
- One must target a new game technology
- Summarize each in a page of text & image
- Choose one and prototype, test prototype
- 3-5 slide presentation of prototype results
- All due 24hrs before section via SVN
- Read Fullerton chapters 8 & 9 (prototypes)
Your presentations
Time for questions?