

# First Design

## Unit 14

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# Group work - calendar

- **Week V – game ideation**
- Weeks VI, VII – PACT analysis and User requirements
- **Week VIII – first design**
- **Week IX – prototyping**
- Week X – presentation
- Week XI, XII – evaluation (from heuristics and users)
- Weeks XIII, XIV – re-design

# Report

- Template/guidelines will be published this week
- Not a mandatory structure -> for guidance

# Presentation

- ~5 minutes = 3' presentation + 2' feedbacks
  1. Game idea
  2. First data collection  
(how you made it, which info you gathered)
  3. First design
  4. Future plans  
(how you'll evaluate it)

# Next lectures

- Next week -> 1 lecture (I will send soon the form)
- Workshops (by me) and theory (by professor De Angeli)

# First design

- From concept to design document
- Refine the idea and details on your game  
(e.g. elemental tetrad)
  - Technology
  - Mechanics
  - Aesthetics
  - Story

# Mechanics

“Mechanics are many and complex: one can be merged with another, blurring the line between the two. Even more [...] the mind breaks down all games into mental models that it can easily manipulate.”

# Mechanics - space

Look at OXO, or even football. The game is 2D or 3D? can we have a 2D point of view on a 3D game? How is intercorrelated the space? In general spaces:

- a. are either discrete or continuous;
- b. have some number of dimensions;
- c. have bounded areas which may or may not be connected.



# Mechanics - objects, attributes and states

The objects are the nouns of the game.

Attributes are adjectives and states are the values of the attributes (e.g., object = car, attribute = current speed, state = 50mph).

This triad is strictly related to the information inside the game:

- who is doing what?
- what is the state of the attribute X of the object Y?
- who knows these information?

# Mechanics - actions

Are the verbs of the game and simply answer to the question "what can players do?".

Two types of actions:

- operative, which are the basic actions (e.g., jump, run);
- resultant, which come from the player's actions inside the game.

I can move or eat with a pawn, but the pawns can become a wall and I can enrich these simple movements from a larger (spatial and temporal) view on the game.

# Mechanics – rules (1)

Rules define how the game world works. Quite complex categorization of rules:

- a. operational rules: what the player perceived can (and cannot) do to play the game;
- b. behavioural rules: implicit to gameplay for a "fair play";
- c. written rules;
- d. advisory rules: strategy tips;
- e. house rules: if players are confident that changing some rules will improve the gameplay.

# Mechanics – rules (1)

- Goals are the most important rule, because define the meaning of the game.
  - Why should I play it? is it worthy?
  - What am I supposed to do?
- A general rule about goals is that they must be concrete, achievable and rewarding.

# Mechanics - skill

Most games require different skills:

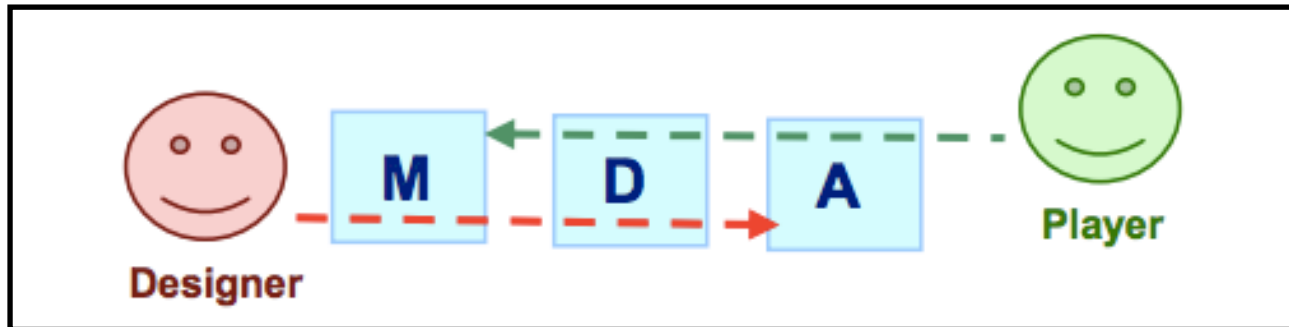
- physical (e.g., Dance Dance Revolution);
- mental (e.g., puzzle games);
- social (e.g., poker, team games).

# Mechanics - chance

- It is essential because chance means uncertainty, uncertainty takes to surprise, surprise is...fun.
- Probability is useful to calculate and balance the expected value (e.g., money, exp points).
- HOWEVER consider always the human factor: to keep it simple, not the probabilities, but the perceived probabilities!

# Player Experience

How do your design shape the player experience?



<http://edition.cnn.com/videos/us/2016/07/21/pokemon-go-police-car-crash-orig-vstan.cnn>

# Today

Where are you?

- Game concept -> you are in late, we need to talk
- First design -> detail and refine your idea  
exercise: answer to 3-4 lenses of game design  
additional: start with your prototypes



# Today



## Art Of Game Design: Lenses

Schell Games Libri e consultazione

★★★★★ 475

3 PEGI 3

L'app è compatibile con tutti i tuoi dispositivi.

Installata

