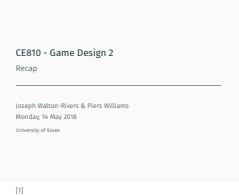
CE810 - Game Design 2

Recap

Joseph Walton-Rivers & Piers Williams

Monday, 14 May 2018

University of Essex



Game Design

Rules

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2. Rules are important

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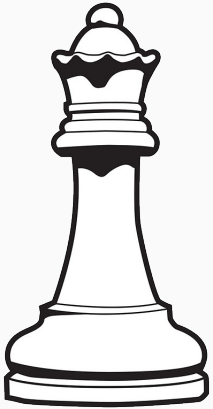
Tokens

- Things that can **act** or **be acted upon**



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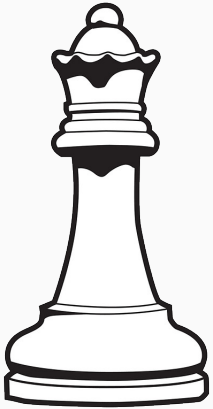

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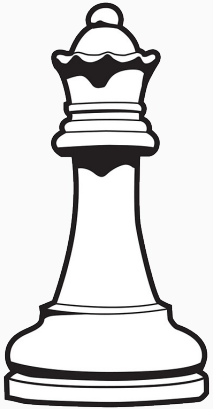

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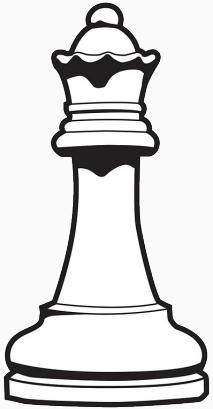

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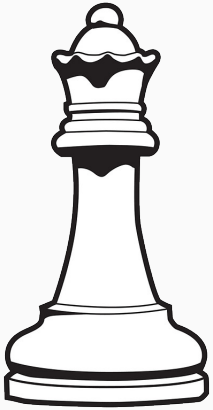

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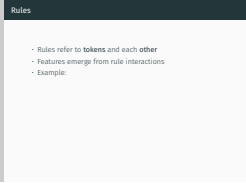

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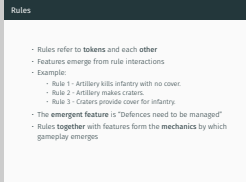
- Rules **together** with features form the **mechanics** by which gameplay emerges



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Gameplay

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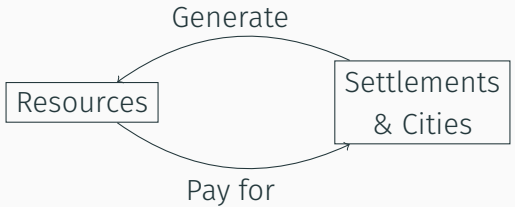
Feedback Loops

Positive Feedback Loops

- In a positive feedback loop, the better you do something the easier it becomes.



Positive Feedback Loops
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Generate
Resources
Settlements & Cities
Pay for

Positive Feedback Loops

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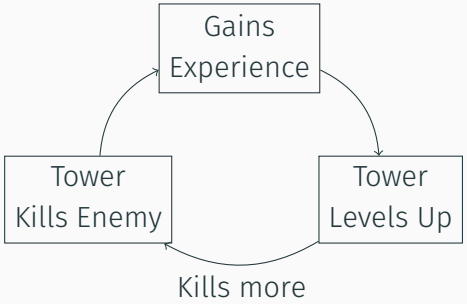

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Gains Experience
Tower Kills Enemy
Tower Levels Up
Kills more

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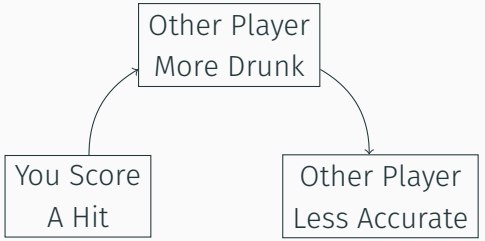

Positive Feedback Loops
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Other Player More Drunk
You Score A Hit
Other Player Less Accurate

Negative Feedback Loops

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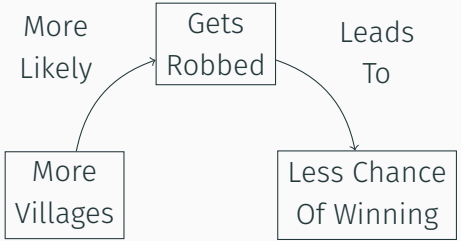

Negative Feedback Loops
- In a negative feedback loop, the better you do something the harder it becomes.
More Likely
Gets Robbed
Leads To
More Villages
Less Chance Of Winning

Negative Feedback Loops

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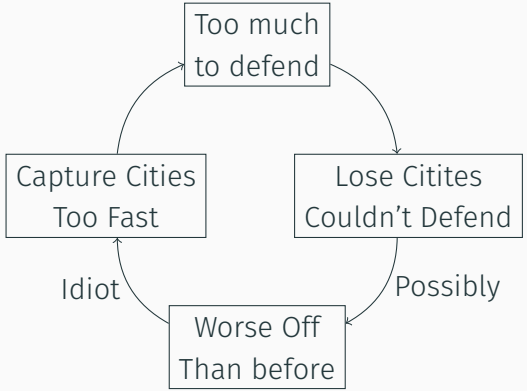

Negative Feedback Loops
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Too much to defend
Lose Citites Couldn't Defend
Possibly
Worse Off Than before
Idiot
Capture Cities Too Fast

Negative Feedback Loops

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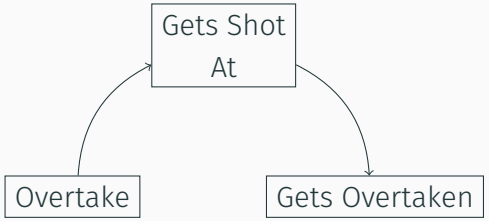

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Gets Shot At
Overtake
Gets Overtaken

Game Parameters

Exercise: Game Characteristics

Question

Identify characteristics of a game genre, e.g. 2D Arcade Games

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- Object Types

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- When is a level cleared??

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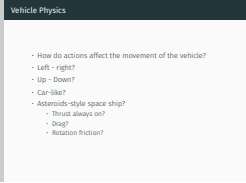

Input Controls

- Related to vehicle physics

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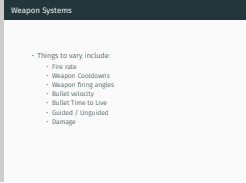

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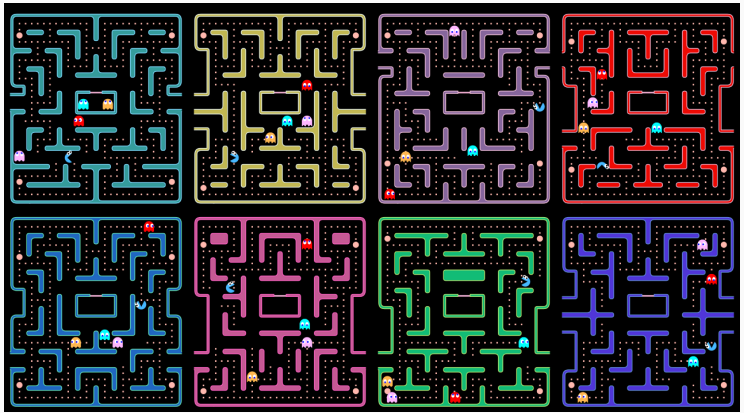

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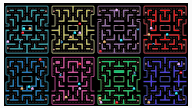

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Evolution

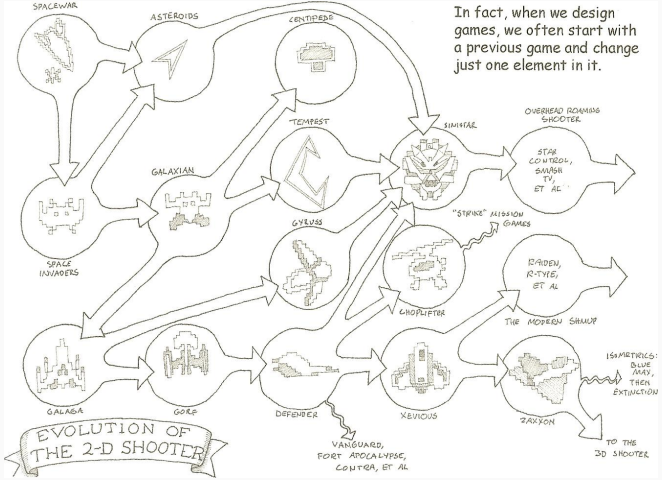
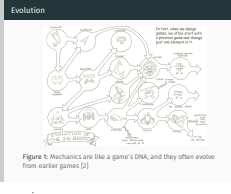


Figure 1: Mechanics are like a game's DNA, and they often evolve from earlier games [2]



SpaceWar 2p pvp Asteroids ships fighting

Space Invaders Marching columns, single dimension of movement

Asteroids Combined the two

Galaxian Simple improvement to Space Invaders

Galaga Sequel to Galaxian - Added tractor beam

Defender - 2D movement and rescuing

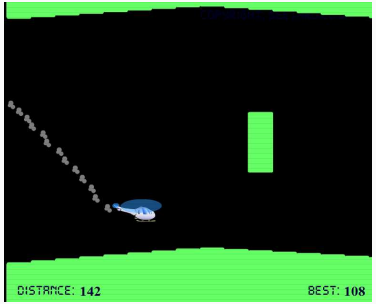
Choplifter - Reskin of Defender

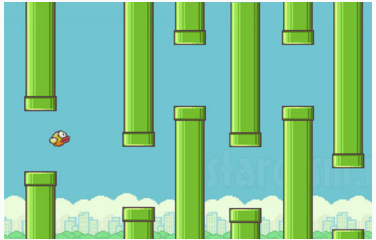
Xevious - Mario style scrolling aircraft

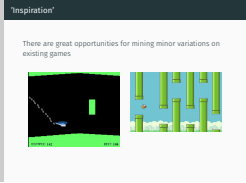
Zaxxon - Isometric view

’Inspiration’

There are great opportunities for mining minor variations on existing games







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