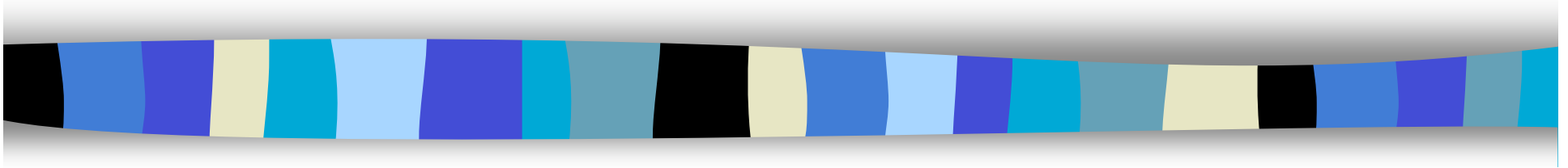


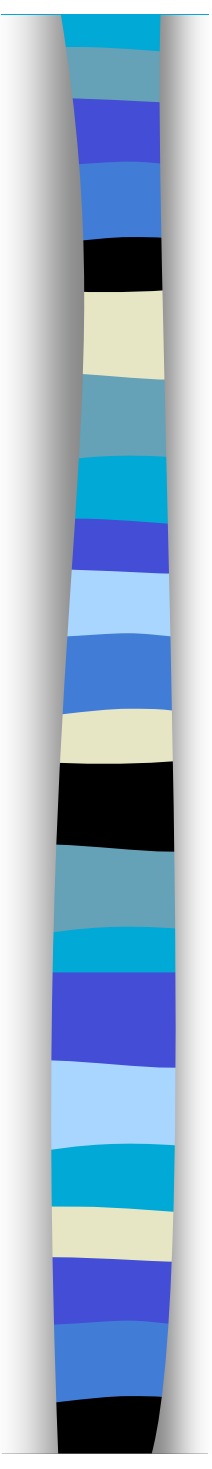
Game Development: First Steps



Topics in Game Development

UNM

ECE 495/595; CS 491/591



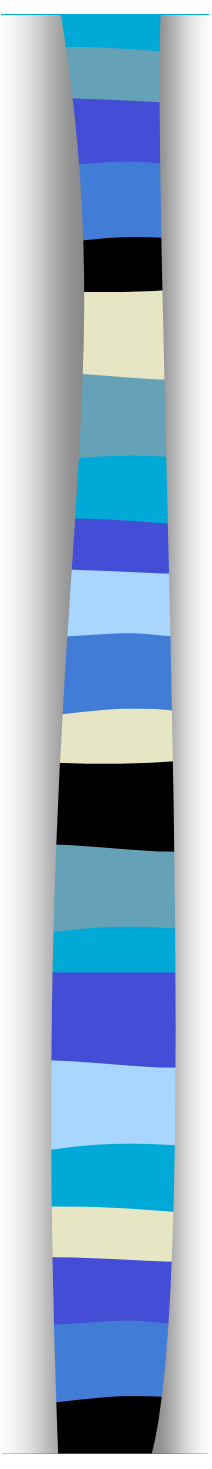
Recap: basic characteristics of games:

- Conflict: 2 sides fighting
- A clear-cut goal
- Characters (protagonist; one or more antagonists)
- Obstacles and challenges to overcome
- An end result: winning or losing

The Mystery of Aphrodite

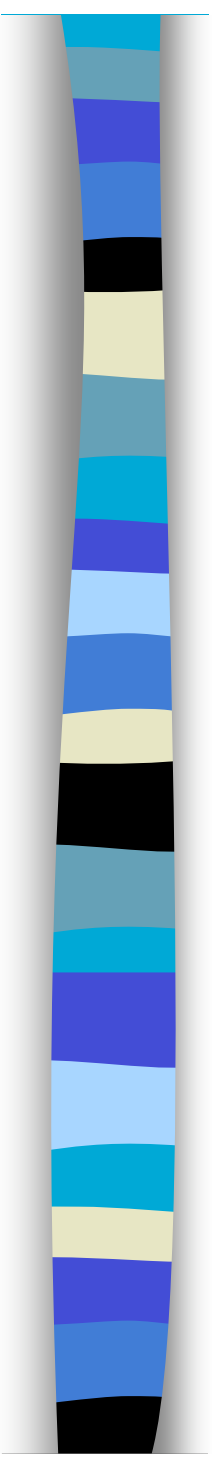


- Bought by Getty for \$18 M
- But was it looted?
- A case of art theft?
- Made up of parts of different statues?
- Who is involved in cover up and why?



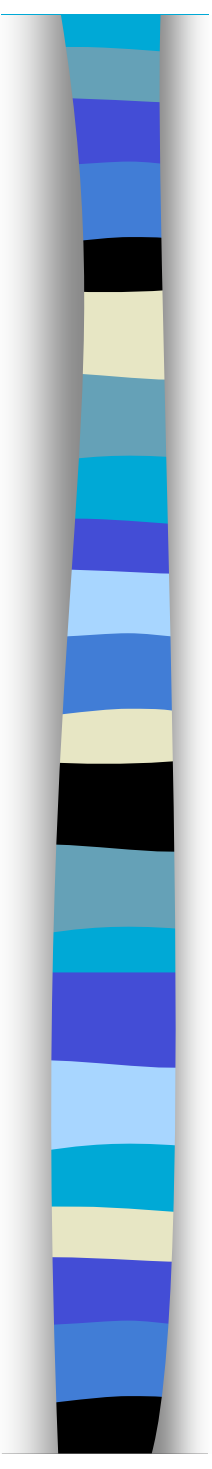
Clues

- Dust in folds – recent excavation?
- What could pollen or fossil tests reveal?
- Different head than body?
- Broken into fragments – why?
- Different types of stone – why?
- Suspect documents (1939 date)
- Warnings it was looted



Possible characters:

- Getty curator who bought it (to further career?)
- Smugglers
- Tomb robbers
- Art experts and archeologists
- Former alleged owner, suspicious relatives

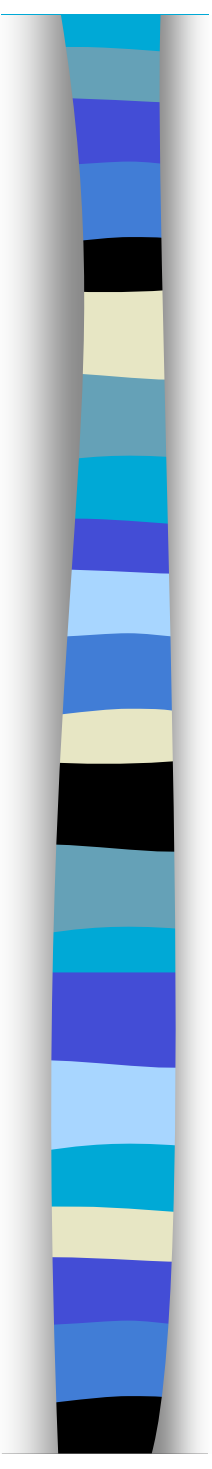


Task: design game with these characteristics:

- Conflict: 2 sides fighting
- A clear-cut goal
- Characters (protagonist; one or more antagonists)
- Obstacles and challenges to overcome
- An end result: winning or losing

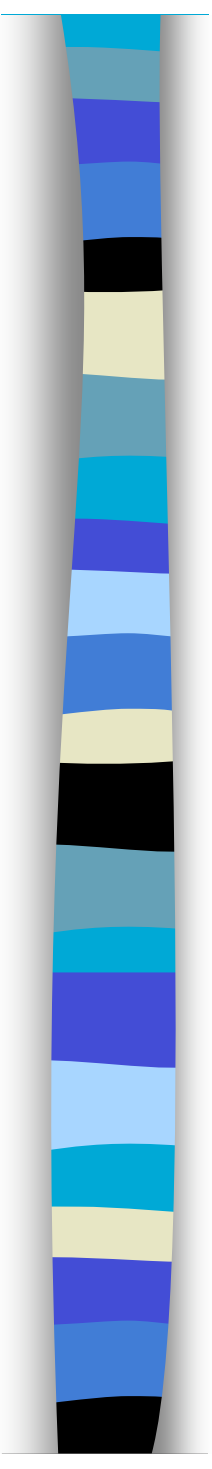
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[Note: can be any genre of game: RPG, shooter, adventure, action, etc.]



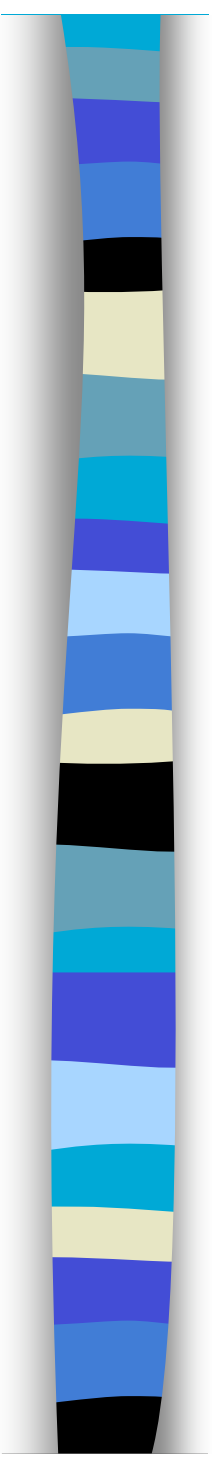
Development phases

- Concept development (concept doc)
- Preproduction (Bible, design doc)
- Prototyping
- Production
- Alpha, Beta, and Gold
- Post release



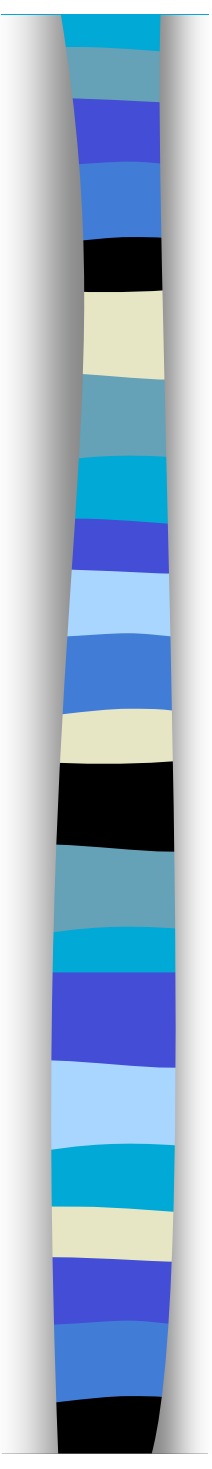
Other docs:

- Dialogue script
- Flowcharts
- Concept art
- Storyboards
- Technical specs
- Schedule of deliverables (milestones)
- Budget
- Marketing plan
- Test plan



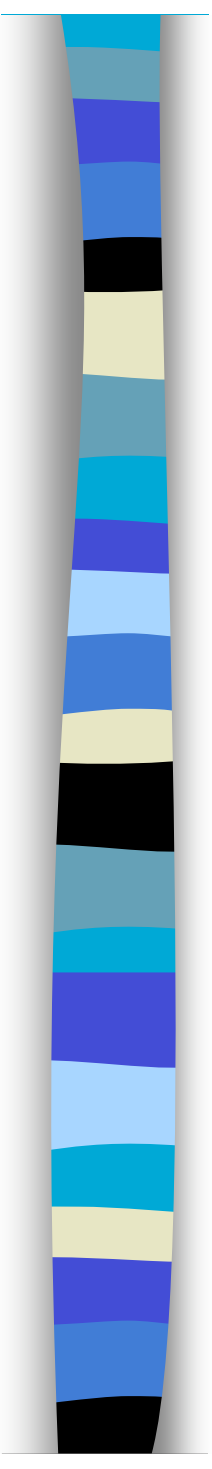
#1: The title

- Short
- May indicate type of game
- May indicate what game is about



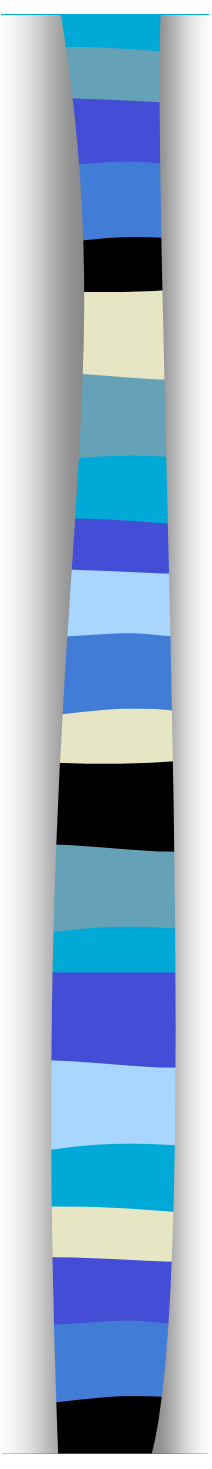
#2: The Premise

- In TV, film, known as “log line”
- Brief (1-2 sentences) summary of game
- Vivid, punchy
- Exciting as possible – should hook players
- Often written in 2nd person (“you”) – puts reader into the action



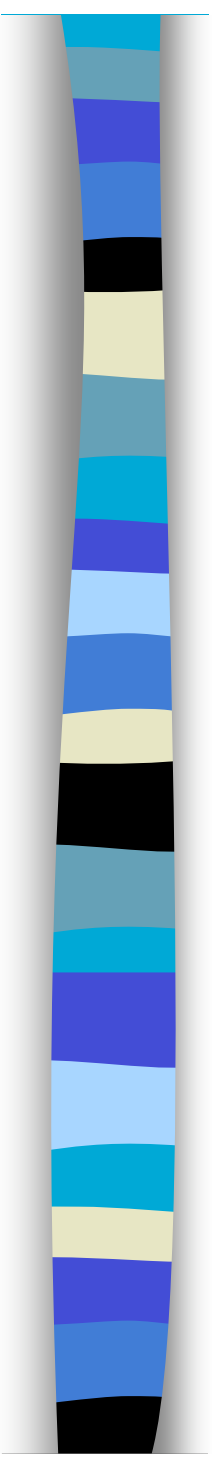
#3: Purpose

- Is game purely to entertain?
- Or does it have a pragmatic purpose as well?
- Possibilities:
 - Teaching, training
 - Information
 - Promotion, marketing, advertising
 - Recruiting
 - Community building



#4: Platform

- Type of hardware or venue game to be played on
- Major types:
 - Arcade
 - Game console
 - Computer
 - Online
 - Handheld (cell phones, devices like PSP, Nintendo DS, etc.)
- Other types: kiosks, VR, theme park rides, hybrids



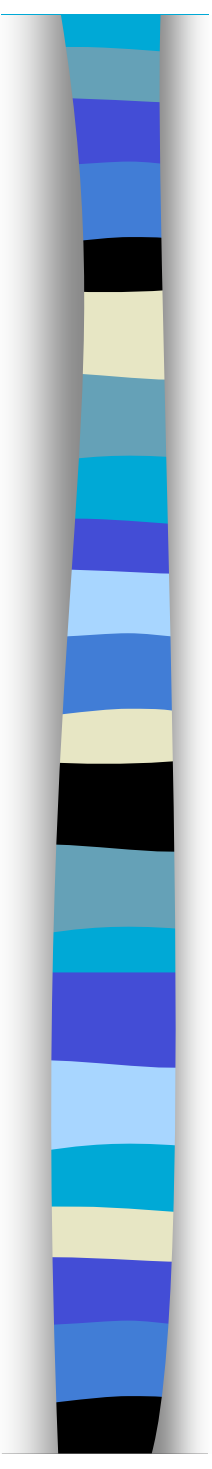
#5: Genre

- The broad category of games your work falls under
 - Have same general characteristics, style of play
 - No codified list
 - May be hybrid – combines 2 or more
- Examples: action, shooter, RPG, sports, adventure, simulations

#6: Target audience

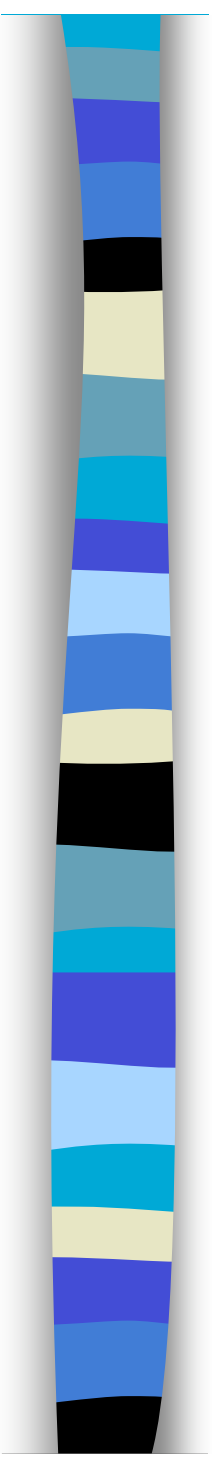


- Age group/generation
- Gender
- Type of gamer (hardcore? casual?)
- Income/education
- Special niche



#7: Anticipated Rating

- Indicates type of game, audience
- Established by Entertainment Software Ratings Board
- The possible ratings are:
 - EC (early childhood)
 - E (everyone)
 - T (teen)
 - M (mature – 17 plus)
 - AO (adults only)
 - RP (rating pending)



In sum, the first things
to work out are:

- Title
- Premise
- Purpose
- Platform
- Genre
- Target audience
- Rating

For your Aphrodite game, what is its...



- Purpose?
- Platform?
- Genre?
- Target audience?
- Rating?

And finally,
what is the premise?



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