



# Game Design Overview

CSC430/HCI530

# It's all about the player

- What's the game about
- How do I play
- How do I win
- Why do I want to play
- What things do I need to do



# Meaningful decisions

SKILLS: 2/3 Selected

Barter	18	Reset R)
Big Guns	12	Done A)
Energy Weapons	12	
Explosives	12	
Lockpick	12	
Medicine	34	
Melee Weapons	14	
Repair	24	
Science	24	
Small Guns	31	
Sneak	16	
Speech	33	
Unarmed	12	



The Lockpick skill is used to open locked doors and containers.

Tag 1 Skill

Character Record, Willin Arndt

Willin Arndt Sorcerer (2) Allocate Skill Points

Available Skills	Remaining Points	Cost:
Animal Empathy	4	0
Appraise	4	0
Blofff	4	0
Concentration (Class skill)	4	4
Craft Armor (Class skill)	4	0
Craft Trap (Class skill)	4	0
Craft Weapon (Class skill)	4	0
Disable Trap	4	0

Allocate skill points.

Allocate points to your skills. Class skills cost 1 point per skill rank, cross-class skills cost 2 points per skill rank, and you are not allowed to get any ranks in restricted skills with your current class.

Recommended OK Cancel

Talk: F1 F2 F3 F4 F5 F6 F7 F8 F9 F10 F11 F12



# Types of design

- World design
- System design
- Content design
- Game writing
- Level design
- User interface



# The core of a game

- “This game is about...”
- “This game is the experience of being...”
- “This game teaches...”
- “This game simulates the experience of...”
- Core dynamic

# Some dynamics

- Territorial acquisition (Risk)
- Prediction (roulette, rock-paper-scissors)
- Spatial reasoning (puzzles – tic-tac-toe, etc)
- Survival
- Destruction (fps)
- Building (SimCity)
- Collection
- Chasing/evading
- Trading
- Race to the end...

# Overcoming designer's block

- Interact with your friends
- Mess with the play order
- Make a resource limited (or unlimited)
- Kill a rule
- Multiply a parameter by two / divide it by two

