



Interactive Media and Game Development

Project



Game Idea Suggestions

- Goal: build complete, mini-game
 - Constrain idea by resources (time)
 - Think small (done by Wednesday!)
- Options:
 - Take tutorial and modify
 - Custom art
 - New gameplay (ie- powerups, weapons)
 - Boss levels
 - Redo 2D game you know
 - Space Invaders, Donkey Kong, Pacman
 - Custom game
- If completely from scratch, think smaller
- Remember Genres good for Game Maker
- See other Game Maker games made for inspiration





Good Communication

- All games begin with an *idea*
 - Original, mod of earlier game, or from sequel, film license
- But an idea alone is not enough
- Need enough elaboration that team members can begin their work
 - *Programmers* to deliver features
 - *Artists* to bring the various characters and places to life with sound and graphics
 - *Designers* to put together entertaining world
 - *Testers* to verify and communicate shortcomings back
- Documentation is integral to every role in the game development process
- Here, we just want communication



Building Your Game (1 of 2)

- Can be solo
- Can be group!
 - 2 ideal
- A little planning goes a long way ...

- Determine game idea
- Design art and gameplay
- Determine art assets needed
 - Sound, music, tiles, sprites
 - For sprites, consider directions and frames for movement





Building Your Game (2 of 2)

- Determine tasks (different if from scratch versus extend tutorial)
 - Sprites/Tiles to draw
 - Art to select
 - Sound to select
 - Objects to program
 - Testing
 - Don't forget splash screen, directions ...
- If group, assign tasks
 - Pair-programming encouraged
- Create timeline
 - Approximate, number of hours or chunks of time
 - Work backwards from due time
- Build + Test



"Home Work"

- Brief write of Game Plan
 - 1 page, max 2
- *Title and Description*
 - Descriptive title
 - One-sentence description - Distilling game concept down to a single sentence can help pin down what's core
- *Game Summary*
 - Describe game in attention-grabbing paragraph
 - List of novel features
- *Task List*
 - Custom to game
- Bring to class and I'll provide feedback

