The Game Development Process:
Gameplay

Gameplay Example (1 of 2)

- ☐ Adventure game: *Knight* and *Priest*
- ☐ During combat
  - ■ Knight in front with sword
  - ■ Priest in back casts spells (all spells cost the same)
    - ☐ E-bolts (do damage equal to sword)
    - ☐ Band-aids (heal equal to sword)
- ☐ Fight a single opponent with sword
- ☐ Which spell should Priest cast?
  - ■ Against 1 big opponent with 6 arms?
    - ☐ e-bolts
  - ■ Against 30 small opponents with weak attacks?
    - ☐ band-aids
  - → Can always decide which is better (not interesting!)
- → How can we fix this?

Group Exercise

- ☐ Break into project groups
- ☐ Adventure game: *Knight* and *Priest*
- ☐ Add gameplay elements that make *combat* more interesting than in previous choice

- ☐ Discuss
- ☐ What are the categories?

Gameplay Example (2 of 2)

- ☐ Now, suppose...
  - ■ Band-aids still affect single target but e-bolts have an area affect
  - ■ E-bolts do less damage, but armor doesn't make a difference
- ☐ Now, which spell should Priest cast?
  - ■ Answer isn't as easy. Interesting choices. Good gameplay.

> "A game is a series of interesting choices."
> - Sid Meier (*Pirates*, *Civilization*...)

Avoid Trivial Choices

- ☐ Cavalry → Archers → Lancers
  - ■ *Transitive,* not so interesting
- ☐ Better (see right)
  - ■ Cavalry fast, get to archers quickly with lances
  - ■ Lancers' spears hurt cavalry bad
  - ■ Lancers slow, so archers wail on them from afar
- ☐ What game does this look like?
  - ■ rock-paper-scissors
- → *Intransitive*, more interesting

Cavalry

Lancers ← Archers
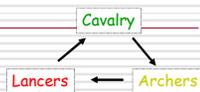
Toolbox of Interesting Choices

- ☐ Strategic versus Tactical
- ☐ Supporting Investments
- ☐ Compensating Factors
  - ■ Impermanence
- ☐ Shadow Costs
- ☐ Synergies

Strategic versus Tactical (1 of 2)

- Strategic choices affect course of game over medium or long term
  - *Tactical* choices apply right *now*
  - Ex: build archers or swordsmen (strategic)
  - Ex: send archers or swordsmen to defend against invading force (tactical)
- Strategic choices have effect on tactical choices later
  - Ex: if don't build archers, can't use tactically later

Strategic versus Tactical (2 of 2)

- Ex: *StarCraft*
  - Strategic choice: 1) upgrade range of marines, 2) upgrade damage, or 3) research faster fire
  - Which to choose?
    - If armored foes, Protoss Zealot, more damage
    - If fast foes, Zerglings, maybe faster fire
  - Other factors: number of marines, terrain, on offense or defense

Supporting Investments

- Often game has primary goal (ex: beat enemy) but also secondary goals (ex: build farms for resources)
- Some expenditures directly impact primary goal (ex: hire soldier), while others indirect (ex: build farm) called *supporting investments*
- Supporting primary goals are "one-removed"
  - Ex: improve weapons, build extra barracks
- Supporting secondary goals are "two-removed"
  - Ex: build smithy can then improve weapons
  - Ex: research construction lets you build smithy and build barracks (two and three removed)
    - Interesting since element of strategy
- Payoff will depend upon what opponents do

Compensating Factors

- Consider strategy game, all units are impeded by terrain
  - Ships can't go on land, tanks can't cross water, camel riders only in dessert
- Flying unit that can go anywhere → How to balance?
  - 1) Make slow
  - 2) Make weak, easily destroyed
  - 3) Make low surveillance range (but could be unrealistic)
  - 4) Make expensive
  - Common but uninteresting since doesn't change tactical use!
- Guideline is to ask what is best and worst about choices:
  - 1) This move does most damage, but slowest
  - 2) This move is fastest, but makes defenseless
  - 3) This move best defense, but little damage
- Most should be best in some way
- What if ok in every way? → Versatile (next)

Versatility

- With versatility, a 4th choice:
  - 4) This is neither best nor worst, but most versatile
  - Ex: beam can mine asteroids and shoot enemies
  - *Versatility* makes it good choice
- Versatility, neither best nor worst
  - Good for beginners
  - Flexible, so often more powerful
    - (against unpredictable or expert opponent)
  - Speed makes units versatile
    - Common
    - Don't make fast units best at something else
- Versatile unit cheapest and most powerful
  - → not an interesting choice

Impermanence (1 of 2)

- Some things are permanent
  - Ex: you get a potion that raises max HP
- Others are not
  - Ex: I got the "one ring" but you can grab it off me
- Really, impermanence is another kind of compensating factor
  - i.e., impermanence can compensate for something being really good
  - a common and valuable technique
- Can be used for interesting choices
  - Ex: choice of "medium armor for rest of level" or "invulnerable for 30 seconds"?
- Advantage (or disadvantages) can be impermanent in number of ways.
  - How?

Impermanence (2 of 2)

- Examples (mostly from *Magic the Gathering – Battlegrounds*)
  - Can be destroyed (*enchantments*, ex: *gratuitous violence* makes units tough, but can be destroyed)
  - Can be stolen or converted (ex: *threaten* steals or converts enemy for short time)
  - Can be applied to something you don't always have (ex: *goblin king* gives bonus to goblins, but must have goblins)
  - Certain number of uses (ex: *three grenades*, but grenade spamming)
  - Last for some time (wears off, ex: Mario *invulnerable star*)

Shadow Costs (1 of 2)

- In a game, you are continually presented with cost/benefit trade-offs
- But not always directly
  - Ex: soldiers for gold, but need armory first for weapons and barracks for soldiers
  - Called *shadow costs* for supporting investments
  - And shadow costs can vary, adding subtlety

Shadow Costs (2 of 2)

- Ex: Age of Mythology has wood and food. Food is inexhaustible, wood is finite
  - Direct cost for Charioteer: 60 wood, 40 food and 40 seconds
  - Shadow costs vary over game
    - Early on, food and wood expensive, spawn doesn't matter (since make few)
    - Mid-game, much food and wood, spawn makes it harder to pump out new units
    - End-game, no wood, spawn is priceless
- Vary environment and vary shadow costs
  - Ex: more/fewer trees to vary cost of wood
- Use variability to add subtlety to game
  - Challenge for level designer
  - Expert players will appreciate

Synergies (1 of 2)

Synergies are interaction between different elements of player's strategies (note, terms may be different than Ch 2.1)

- Positive Feedback
  - Economies of Scale – the more of one type, the better (ex: wizards draw strength from each other)
  - Economies of Scope – the more of a set, the better, or advantage of combined arms (ex: trident and net, infantry and tanks)
- Negative Feedback
  - Diseconomies of Scale – first is most useful, others have less benefit (ex: diminishing returns from more peasants entering a mine since get in each other's way)
  - Diseconomies of Scope – (ex: mixed troops go only as fast as slowest)

Synergies (2 of 2)

- Ideally, all go together at once, but can emphasize
  - Ex: Chess is a game of positive feedback
  - Small advantage early on, exploited to crushing advantage
- Game of negative feedback needs other ways to keep interesting
  - Ex: trench combat makes a "catch-up" factor, or as get far from base, supply grows long, game lasts a long time
  - Ex: *Super NES NBA Jam* – catch up setting as an equalizer
- Be aware of both negative and positive feedback

Group Exercise

- Break into groups
- Consider a new game
  - Race across Japan (Soporro to Nagasaki) (not by air)
  - First team to cross finish line wins!
- Choose 1-2 tools from your toolbox below
  - Strategic versus Tactical
  - Supporting Investments
  - Compensating Factors
    - Impermanence
  - Shadow Costs
  - Synergies
- **First** choose tool, **then** consider gameplay to make interesting
- Discuss!