**Game Design Fundamentals**

**Spring 2019 – Syllabus**

CMU – ETC

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**1) Jan. 19 – Introduction**

Basics of game design: goals, obstacles, decisions, rules, and interactions. Player-focused design and subjective types of fun.

Workshop: Team Game

 Design a team game that can be played by everyone in the class. You can only use items found in the classroom.

Homework

Pick a non-electronic game you enjoy playing and play that game with a group of friends. Analyze the game using the topics discussed in class. Write a review of the game.

**2) Jan. 26 – Game History**

A brief history of gaming from early folk games to today’s giant game corporations. An overview of popular game genres will also be presented.

Workshop: Goals

Play a simple game multiple times, changing the goal each time. How does the emotional feel of the game change as the goal changes?

Homework

Begin work on your final project. Come up with a theme for your game and write up a short description of your game idea. You will present this idea to the class next week.

**3) Feb. 2 – Writing Rules**

Students will present their final project ideas to the class. After the presentations, we will discuss a basic framework for writing game rules.

Workshop: Rules

Customize a standard deck of cards with special rules for each suit. Challenge other players to duels and see whose deck wins. After each duel, discuss the balance with your opponent. Strengthen suits that were too weak and weaken suits that were too strong. Find a new opponent and repeat the process until every deck feels comparably balanced.

Homework

Using the techniques discussed in class, write an outline of the rules for your final project.

**4) Feb. 9 – History of Computer Games**

Overview of computer games, from early ASCII text games to the latest generation of consoles. We will also examine the different genres of computer games.

Workshop: Obstacles

Make a “par 5” obstacle course using a ball and random objects found in the classroom. All the students will play each other’s courses. Keep score to find out if the average player can make it to the goal in five attempts.

Homework

Work on your final project and bring the rules and pieces to the next class for playtesting with the group.

**Feb. 16 – No Class**

Stone will be out of town this weekend.

**5) Feb. 23 – Final Project Review 1**

Students will present their final projects to the class.

Workshop: Playtesting

We will playtest the games and provide feedback and critiques to the designer.

Homework

Play your final project with your friends or family members. Take detailed notes about their interest levels and the comments they make. Using your notes, write a paper that describes changes you would like to make to your game. Explain why.

**6) March 2 – Design Documents**

While some card and board games can be designed and created by one author, many games (especially digital games) require a large team. This class will discuss writing a design document to keep large projects organized.

Workshop: Design Jam

You will be given a random design problem involving a budget, staff, deadline, creative vision, and technology platform. Working in a small team, quickly design the game's structure and make a paper prototype of one of its systems.

Homework

Write a one-page diagram based on one feature of the project you are currently working on. Use the techniques presented in class: title, date, main illustration, callouts, and white space. Consider your target audience carefully.

**7) March 9 – Play Balance**

Play balance theory and practical techniques used to balance games.

Workshop: Opposition

Design a game where players must work together to stop a rampaging robot from destroying a nearby town. Design the AI for the robot and then try to beat your own creation.

Homework

Play a multiplayer game on itch.io and write a paper that describes the game balance. Was the opposition balanced? Did the game get more interesting as you played? Were the decisions that you made balanced against each other?

**March 16 – No Class**

Spring break.

**8) March 23 – Statistics and Probabilities**

Thorough game design requires an understanding and analysis of the odds and probabilities in the game. In this class we will cover simple statistical formulas that can be used to analyze a game.

Workshop: Odds

Using a simple dice-rolling game as a framework, design and tune the systems of a sci-fi spaceship. Create odds tables based on the different events that might occur. Battle other players’ spaceships and record the results. How does the reality correspond to the calculated odds?

Homework

Solve all the problems on the probability worksheet.

**9) March 30 – Reward Systems**

Why are we compelled to keep playing certain games when our bodies are telling us to eat or sleep? We will look at some basic behavioral psychology studies and apply the results to game design. We will also examine many different types of games and try to understand why some can be played repeatedly, while others are played once then shelved.

Workshop: Rewards

Design a Vegas casino game. Try to entice players to your table and keep them there. Be careful about giving away too much money or your casino will go broke. But if you give away too little then your players will leave to visit another table.

Homework

Update the rules for your final project and make sure your game is ready for others to play. Bring the rules and the game in next week.

**10) April 6 – Final Project Review 2**

Presentations of the students’ final projects.

Workshop: Playtesting

Play and critique the final project games. The game designer will not be allowed to settle rules disputes and questions. Instead, the players must rely completely on the rulebook.

Homework

Using feedback from today’s session, write a second draft version of the rulebook for your final project. Include illustrations.

**11) April 13 – Level Design**

We will talk about general design principles for designing a level. Many of these techniques can be applied to both board games and digital games.

Workshop: Paper Simulations

Pick a favorite video game and create a simulation of it using only blank index cards, tokens and dice. You will lose the graphics, the sound effects and input controllers. What are the core elements of the game that survive the conversion from electronics to paper?

Homework

Pick a recent movie or television show that you have watched. On paper, design a video game level that represents some aspect of the story. Exact measurements and details are not required; instead, focus on the high-level relationships between the areas. How will the player’s journey through your level create a story? How much of that story is told by your level, and how much is created by the player’s actions?

**12) April 20 – Atmosphere**

While a game can be abstract, adding a theme can help draw players into your game world. This week’s lecture will examine how the “flavor” of a game can enhance the player’s experience.

Workshop: Thematic Decisions

Design a character that could appear in a low-budget zombie movie. Create a set of options that describe how that character would move and attack if trapped in a room filled with zombies. Make sure that all the options are thematically appropriate. For instance, a Sheriff would be expected to carry a gun, but a Priest would not.

Homework

Work on your final project. Focus on elements that will add atmosphere to your game such as colors, fonts, characters and story.

**13) April 27 – Personality and Play Styles**

Why do gamers play the games they do? How can a particular game be loved by a certain group of players, but hated by another? Over the past two decades researchers have proposed several models of player behavior that analyze the motivations of individuals within a game world. We will take a look at several of these taxonomies in order to help us design games best suited for our intended audience.

Workshop: Playtesting

This is the last chance to playtest your final project game. Work on formalizing the rules, enhancing the player interface, and tuning the system mechanics.

Homework

Finish your final projects and bring them to class next week. Be prepared to discuss your game and its evolution. What changed and why? Your final game should be extensively playtested. (You will need to turn in your playtest results along with a statistical analysis).

**14) May 4 – Final Projects**

Presentations of the students’ final projects.

Workshop: Playing games

We will play the final projects. Projects will be graded offsite over the weekend and final grades will be emailed to the students.

Homework

No homework.

**Grading Policy**

Grading is based on a percentage scale from 0 – 100%. Attendance is worth 65%, homework counts as 10%, and the final project is worth 25%.

90 – 100%: A

80 – 89%: B

70 – 79%: C

60 – 69%: D

0 – 59%: Failure

Attendance

Since this is a workshop class, grading will primarily be based on attendance and class participation. 65% of a student’s grade will be determined by attendance; the first 13 classes are each worth 5% of your grade.

Attendance is the most important factor of a student’s final grade. In addition to losing the attendance score, missing a class will usually result in another minus 1% because of the late homework. There is no way to make up a missed class.

Homework

There will be one homework assignment each week. Homework must be turned in the following week. Late homework assignments will be reviewed, but will not add to a student’s final grade. Ten of the assignments are worth 1% each.

Homework assignments must be written on a computer and printed out prior to class. Homework sent through email will not be accepted.

Final Project

Final projects count for 25% of each student’s grade. The final project is a complete game and is graded as follows:

5%: Rulebook (ease of use, organization, clearly written)

5%: Graphic Design (clarity, layout, colors, interface, etc.)

5%: Analysis (lessons learned, playtest notes, statistics, etc.)

10%: “Fun” factor (replay value, theme, originality, etc.)