Unit 15

Task 1

LO1: Understand the principles of game design and prototyping		
P1: Outline key considerations that support games design		
Title: Key features of games	Comments	
Introduction	Explain the different genres of game and how they have developed over the years. Explain that different genres have different audiences	
Genres of game: • Arcade (Pacman, Space Invaders) • Platform (Sonic the Hedgehog, Super Mario) • Strategy (Tetris, Civilization) • Adventure (Minecraft, Tomb Raider) • Puzzle (Portal, World of Goo) • FPS/TPS (Unreal Tournament, Halo)	You need to write a section on each of the genres listed Use a subheading for each one and include examples and images to illustrate key features	

For each of the genres above you need to cover:
 • Purpose of a game
 • Typical audience
 • Basic description of game and graphics
      • First/third person
      • Common features in other games
      • Player characters
      • Non-player characters
      • Sprites
 • achievement attainment
 • maintaining a player's interest
 • player interaction/controls
 • player immersion
 • progression
 • Competition (e.g. High score)
	• Each of these could form a paragraph. Make sure you use images to help explain
	 • Purpose is what the game is about. E.g. for Pac Man it's the maze and the idea of clearing the pills while being chased by the ghosts
	 • Basic description needs to cover **the key features** of the game and the game play
	
	 • What are the achievements? How does the player know they have completed something?
	 • How are the characters controlled?
	 • How is interest kept? E.g. different maze layouts, game gets faster etc.
	 • Is there this feature and how does it work?
	 • How does the game achieve player immersion?
	 • How does the game change as the levels etc. are completed?	

M1: Compare and contrast the features of games for different audiences		

Title: Features of games for different audiences	There are two ways of doing this section:
	• Either, start a new section about audiences and then refer to the features in the P1 section.
	   o This is probably the easiest one to do but will be longer to write.
	• Or, insert an audience section into each of the sections in the P1 task
	   o For this you will write less but you will need to think about how you can cover all the audience groups and refer to the features you have mentioned in the section.	

Audiences to cover:
• Age
   o Young, Teen, Adult and Older
   o Gender: Male/Female
• Cultural background
• Interest in topic
   o Regular gamer
   o Part time
   o Occasional
• Previous experience
   o Moving from game to game
   o Changing type with age
	Things to consider:
	• Compare the use of features and comment on the suitability for different audiences and genres.
	• Which features suit which audience?
	• Which key features are suitable for each audience group?
	• Age: how old the player is and what needs to be taken into account? E.g. suitable content, attention span, simple game play, no written instructions for youngest players
	• Do males and female play different games? (research)
	• Regular gamers: set time aside, more complex game story line, online, invest time so how to keep interested etc.	

P2: Explain the benefits of developing game prototypes		
Title: The benefits of developing game prototypes		

• Types of prototyping e.g. visual/representational (non-working) and proof of concept (working)
• Reasons for prototyping:
   o testing concepts
   o gauging player interest
   o skill level required
   o gauging difficulty of achievement
   o clarity of interface
   o clarity of understanding of gameplay/goals
	Start with an overview of what prototyping is. Then move onto the types of prototyping:
	• Visual/representational: showing the graphics and the story rather together with game play concepts
	• Proof of concept: working prototype to show a simplified version of the game and give an idea of how the finished product will "feel"
	Then discuss each point in the list, giving examples of what might be learnt and any changes that could be made. E.g. difficulty too low for target audience.	

• Benefits of building a prototype	• ensures the design does what it is supposed to do • helps to identify and address problems at an early stage • gives the client and end-user an appreciation of the final product • allows developer to explore ideas and obtain feedback with the client and end-user	