Lecture 9

Gameplay Modeling
Next Week: Nondigital Prototype

• No software involved at all
  • Board game
  • Card game
  • Something different?

• Goal is to model gameplay
  • How? Nondigital/digital is very different
  • Model will be far removed from final result
  • What can we hope to learn from this?
Understanding Game Progression

- Level design about *progress*
  - Sense of closeness to goal
  - Choice of “paths” to goal (*dilemma challenge*)
  - Path choice can relate to play style and/or difficult

- Easier to design if *discrete*
  - Flow-chart out progression
  - Edges are mechanic(s)

- But game state values are *continuous* (sort of)
Discrete Progression

- Design is **discretization**
  - Impose flow chart on state
  - Each box is an **equivalence class** of game states

- **Spatial Discretization**
  - Contiguous zones
  - **Example**: past a doorway

- **Resource Discretization**
  - Range of resource values
  - **Example**: build threshold
Discretizing Spacial Locality
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Paper Prototyping
Discretizing Spacial Locality

Paper Prototyping
Discretizing Spacial Locality
Nature of Discretization

- State must be **unambiguous**
  - Must be an accurate, precise way to determine state
  - **Example**: string to measure distance in a wargame

- Actions must be **significant**
  - May correspond to several animation frames
  - **Example**: movement and attack in single turn

- Mechanics must have **compact interactions**
  - Avoid mechanics that depend on iterated interactions
  - **Example**: physics is *iterative* and hard to discretize
Discretization and Turns

- Discretization requires *turns*
  - Represent a unit of action
  - When done, game “at rest”

- Turns can be *multistep*
  - Multiple actions in a turn
  - Environmental interactions

- Turns can *alternate*
  - between other players
  - with a gamemaster
  - not at all (one player?)
A Single Turn in Squad Leader

1. Rally Phase
   - Damaged units heal/repair

2. Prep Fire Phase
   - Choose units to attack/fire
   - Cannot act in later phases

3. Movement Phase
   - Move units about the board

4. Defensive Fire Phase
   - Opponent (not you) acts
   - Fires on units that moved

5. Advancing Fire Phase
   - Moved units may now fire
   - Combat strength is reduced

6. Rout Phase
   - Damage units go for cover

7. Advance Phase
   - Move every unit one hex

8. Close Combat phase
   - Find enemies on your hexes
   - Units engage in combat
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Simulates (real-time) player reaction time
Discretization and Reaction Time

- Allow opponent to **interrupt**
  - Action that reacts to yours
  - Played after you act, but before action takes an effect
  - Core mechanic in *Magic: TG*

- Make play **asynchronous**
  - Players still have turns
  - But take turns as fast as can
  - Conflicts resolved via speed
  - Often need a referee for aid
Case Study: *Runaway Rails*

- “Free runner” with coaster
  - Coaster can go faster/slower
  - Speed tests reaction time
- Model with hidden info
  - Cannot “process” all at once
  - Faster go, less screen to see
Reaction Time as Hidden Information

Speed changes # of columns at each turn
What Can We Do Discretely?

- Evaluate emergent behavior
  - Allow player to commit simultaneous actions
  - Model interactions as “board elements”

- Model player cost-benefit analyses
  - Model all resources with sources and sinks
  - Focus on economic dilemma challenges

- Test player difficulty/usability
  - Ideal for puzzle games (or puzzle elements)
  - Can also evaluate unusual interfaces
Evaluating Emergent Behavior

- **Recall**: coupled, context-dependent interactions
  - Requires an action and interaction
  - Or (alternatively) multiple actions

- Model interactions as “board elements”
  - Rules to follow after your action
  - May follow several in succession

- **Examples**: Chutes & Ladders, Bonkers, RoboRally
Case Study: RoboRally

- Player “programs” robot
  - Picks 5 movement cards
  - Committed to that choice

- After each card
  - Obey board elements in order
  - Check robot collisions

- Move = board elements + cards + collisions
Multiple Actions

- Necessary if have no interactions
  - Allow multiple actions in a turn
  - Typically needs complex turns

- Standard method: **action points**
  - Player has so many AP per turn
  - Actions cost AP to perform
  - Turn done when AP are all spent

- Might want other restrictions
  - Groups actions into types
  - Require types in certain order
  - **Example:** no attack after move
Cost-Benefit Analysis

- Where nondigital prototypes really shine
  - Resources are very easy to discretize
  - Economic choices easily map to turns
  - Understanding dilemma challenges is important

- Some believe this is all of game design
  - Claim everything can be reduced to a resource
  - Common in board game adaptations of other media
  - **Example**: balance game with instability resource
Case Study: *Bounce*

Jetpack expends oxygen (=health)
Tracking Oxygen as a Resource

Paper Prototyping
Case Study: Trino

Can switch w/ resources
Measuring Shapeshifting Resources
Usability Analysis

• Unusual user-interfaces
  • Recall that actions correspond to inputs
  • Some inputs are not simple buttons
  • Example: touch gestures, motion controls

• Puzzle-style games
  • Create a game with module elements (e.g. cards)
  • Laying out levels creates a new game level
  • Allows you to quickly change and test levels
Usability Analysis: Angry Bunny

Early Design: Bunny movement controlled by battery “attraction”
Modeling Movement Controls

Strings attached at board corners

Control piece by pulling strings
Usability Analysis: *Family Style*

**PASS INGREDIENTS FROM PHONE TO PHONE**
Modeling Multiplayer Restrictions
Difficulty Analysis: Operation Bitwise
Configurable Prototype from Elements

Paper Prototyping
Difficulty Analysis: *Prism Break*

Can swap colors
Exploring Specific Level Designs
Most Important Thing: **Progression**

- Do not want a **one-level** game
  - Major problem with endless runners
  - Survival games also have this problem
- We want some evidence of a **progression**
  - What is an easy level?
  - What is a medium level?
  - What is a hard level?
- Your prototype should be **reconfigurable**
Easy
Medium

Paper Prototyping
Hard
The Difficulty Curve

Easy
Medium
Hard
Easy: *Prism Break*
Medium: *Prism Break*
Hard: *Prism Break*
Reconfigurable Prototypes
Case Study: *Magic Moving Mansion*
Configurable Puzzles at Scale
Reflecting on What You Have Learned

- Your prototype should teach you *something*
  - About one of the things covered today
  - Even if it is “this design will not work”

- You will be asked about this at presentation
  - Must be prepared to answer
  - Write-up as part of submission

- Lesson matters more than *physical artifact*
  - You are not going to sell this prototype
Case Study: Flourish
Case Study: Flourish

Our game seemed unclear at the beginning for some players because [they had to conceptually] balance growth above ground and below ground.

... 

In general, we learned about the specificity we need for different rules that we had thought needed less explanation.
Summary

- Nondigital prototypes are about **discretization**
  - Group continuous state into course groups
  - Simplify mechanics into discrete turns
  - Sometimes requires mechanics substitution

- They are ideal for **early gameplay testing**
  - Evaluate emergent behavior
  - Model player cost-benefit analyses
  - Test player difficulty or usability
  - Capture player experiences (advanced)