CS/INFO 4154: Analytics-driven Game Design

Playtest 2:

Paper Prototyping 2

Nameless Tactics
Game design document

- Only “real” document in the course
- Goals
  - Converge on one idea
  - Plan for the development cycle
  - Identify unknowns in the design
- Due Tuesday, September 15\textsuperscript{th}, 11:59pm
No pressure

“Hello World!” of your game

Doesn’t need to be playable

Doesn’t need to be integrated

Pick *some piece* of your game and build it

- Avatar moves/jumps on flat land
- Hexagonal grid with nothing on it
- Background artwork