CS/INFO 4154:
Analytics-driven Game Design

Class 3:

Brainstorming

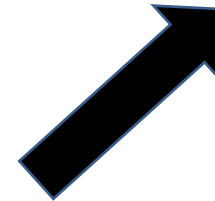| Mon	Wed	Fri
8/28 In-class Brainstorming	8/30 Paper Prototyping 1	9/1 Paper Prototyping 2

Attendance will be taken

LABOR DAY	9/6 Learnability 1	9/8 Learnability 2

Thurs 9/7 @ 11:59pm: Game design document

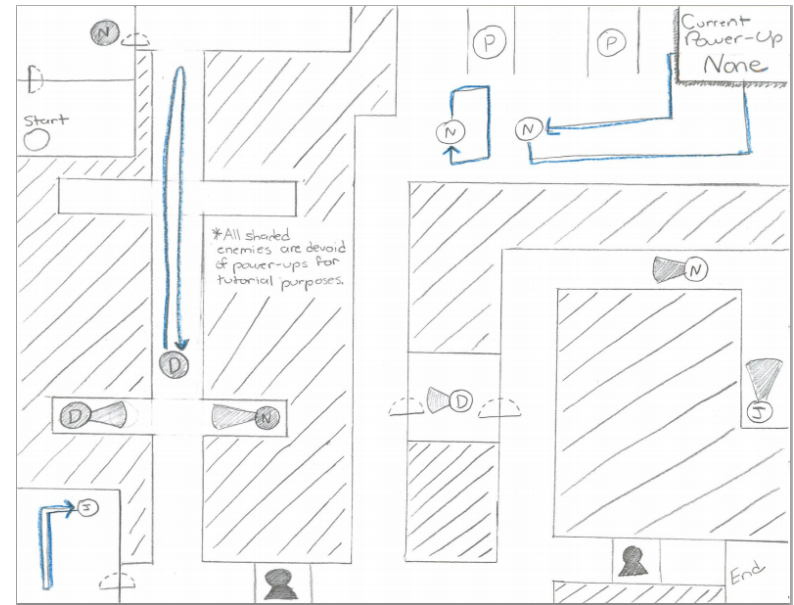| Mon	Wed	Fri
8/28 In-class Brainstorming	8/30 Paper Prototyping 1	9/1 Paper Prototyping 2
LABOR DAY		
		9/15 Throwaway Testing 1
9/18 Throwaway Testing 2		
	9/27 Alpha Testing 1	9/29 Alpha Testing 2

Assignments 2 & 3: Paper Prototypes

- NOT GRADED!
- Will have Monday's class to work on this
- Prototype #1
  - due Wed 8/30 (11:00am)
  - (submit a picture)
- Prototype #2
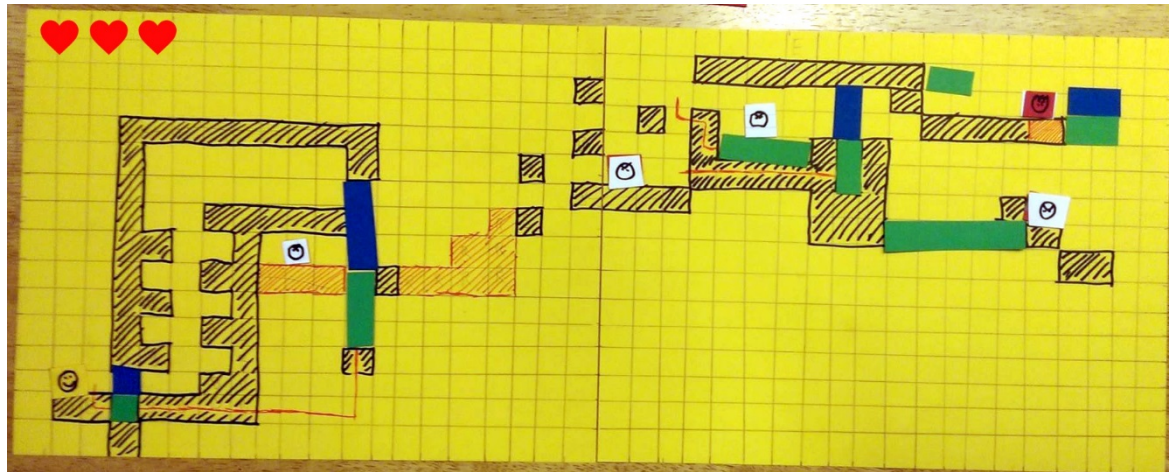 - due Fri 8/1 (11:00am)
  - (submit a picture)

Zombify, 2014

A4: Game design document

- Converge on one idea
- Plan for the development cycle
- Identify unknowns in the design
- Due **Thursday, September 7th, 11:59pm**

Review: Paper Prototyping

- Rules
- Conflict ⬅ *Strongly suggested*: easy, medium, hard level
- Decisions

Review: Brainstorming

- Focus

- **Limit the amount of time**

- Appoint a scribe who will write down ideas

- **Positive** phase
  - Only write down new ideas! **Don't criticize any suggestion.**

- **Negative** phase
  - Discuss each idea and reject as a group

- Repeat if necessary

Today

1. Come up with a team name/mascot
2. Come up with *at least four* game ideas
3. Post them into Piazza
   - Name the post "<team mascot> Brainstorming"
4. Specify:
   - Hook: why is this fun?
   - Rules: actions, interactions
   - Conflict: growth of complexity
   - Decisions: why are they interesting?