CS/INFO 4154: Analytics-driven Game Design

Class 3:

Brainstorming
Mon

8/28
In-class Brainstorming

Wed

8/30
Paper Prototyping 1

Fri

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
<table>
<thead>
<tr>
<th>Mon</th>
<th>Wed</th>
<th>Fri</th>
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<tbody>
<tr>
<td>8/28</td>
<td>8/30</td>
<td>9/1</td>
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<tr>
<td>In-class Brainstorming</td>
<td>Paper Prototyping 1</td>
<td>Paper Prototyping 2</td>
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<tr>
<td>LABOR DAY</td>
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<tr>
<td>9/18</td>
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<td>9/15</td>
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<tr>
<td>Throwaway Testing 2</td>
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<td>Throwaway Testing 1</td>
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<td>9/27</td>
<td>9/29</td>
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<tr>
<td>Alpha Testing 1</td>
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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)
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
- Decisions

Strongly suggested: easy, medium, hard level
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 \textit{at least four} game ideas
3. Post them into Piazza
   \begin{itemize}
   \item Name the post “<team mascot> Brainstorming”
   \end{itemize}
4. Specify:
   \begin{itemize}
   \item Hook: why is this fun?
   \item Rules: actions, interactions
   \item Conflict: growth of complexity
   \item Decisions: why are they interesting?
   \end{itemize}