CS/INFO 4154: Analytics-driven Game Design

Class 2: Brainstorming
Mon

8/28
Brainstorming

Wed

8/30
Paper Prototyping 1

9/5
Paper Prototyping 3

Fri

9/1
Paper Prototyping 2

9/7
Converging

Attendance will be taken

Fri 9/7 @ 2pm: Game design document
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<th>Mon</th>
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Attendance

- Absences can be excused (illness, family emergencies, job interviews, conferences, etc.)
- I will input sign-in sheet to CMS after class
- Discrepancies must be resolved *within one week*
Assignments 1, 2 & 3: Paper Prototypes

- Each team will prototype *three different* ideas
- Not graded!
- Prototype #1 due Wed 8/29
  - (11:00am, submit a picture)
- Prototype #2 due Fri 8/31
  - (11:00am, submit a picture)
- Prototype #3 due Wed 9/5
  - (11:00am, submit a picture)
A4: Game design document

- Converge on one idea
- Plan for the Alpha and Beta development cycles
- Will have Friday, 9/7 to work on it in class
- Due Friday, September 7th, 2pm
Review: Paper prototyping

- Sense of achievement
- Interestingness of decisions
- Difficulty scaling

*Strongly suggested:* easy, medium, hard level
Brainstorming Technique

- **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
   - 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?