

Game DESIGN

Workshop

A PLAYCENTRIC APPROACH TO
CREATING INNOVATIVE GAMES




EDITION

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with a foreword by Eric Zimmerman



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Table of Contents

Foreword	xiii
Acknowledgments	xv
Image Credits and Copyright Notices	xvii
Introduction	xix
Part I Game Design Basics	1
Chapter 1 The Role of the Game Designer	2
An Advocate for the Player	2
Passions and Skills	5
A Playcentric Design Process	10
<i>Designers You Should Know</i>	12
<i>The Iterative Design Process</i>	16
Designing for Innovation	21
Conclusion	21
<i>Designer Perspective: Peter Molyneux</i>	22
<i>Designer Perspective: Warren Spector</i>	23
Further Reading	25
Chapter 2 The Structure of Games	26
Go Fish versus Quake	26
Engaging the Player	33
<i>What is a Puzzle?</i>	35
The Sum of the Parts	42
Defining Games	42
Beyond Definitions	43
Conclusion	44

VIII Table of Contents

<i>Designer Perspective: American McGee</i>	45
<i>Designer Perspective: Sandy Petersen</i>	47
Further Reading	48
Chapter 3 Working with Formal Elements	49
Players	49
<i>Persuasive Games</i>	57
Objectives	60
Procedures	66
Rules	68
Resources	72
Conflict	77
Boundaries	78
Outcome	80
Conclusion	81
<i>Designer Perspective: Lorne Lanning</i>	82
<i>Designer Perspective: Marc LeBlanc</i>	84
Further Reading	85
Chapter 4 Working with Dramatic Elements	86
Challenge	86
Play	91
Premise	93
Character	96
Story	100
<i>The Two Great Myths of Interactive Storytelling</i>	102
World Building	102
The Dramatic Arc	104
Conclusion	106
<i>Designer Perspective: Dr. Ray Muzyka</i>	107
<i>Designer Perspective: Don Daglow</i>	108
Further Reading	110
Chapter 5 Working with System Dynamics	111
Games as Systems	111
System Dynamics	115
<i>Deconstructing Set</i>	116
Interacting with Systems	130
<i>A Conversation with Will Wright</i>	134
Tuning Game Systems	139

Conclusion	140
<i>Designer Perspective: Alan R. Moon</i>	141
<i>Designer Perspective: Frank Lantz</i>	143
Further Reading	145

Part 2 Designing a Game147

Chapter 6 Conceptualization 148

Coming Up With Ideas	148
Brainstorming Skills	150
Alternate Methods	153
Editing and Refining	156
<i>Electronic Arts Preproduction Workshop</i>	157
Turning Ideas into a Game	162
<i>Where Do Game Ideas Come From?</i>	164
<i>Getting the Most out of Focus Groups</i>	166
Conclusion	169
<i>Designer Perspective: Bill Roper</i>	170
<i>Designer Perspective: Josh Holmes</i>	172
Further Reading	174

Chapter 7 Prototyping 175

Methods of Prototyping	175
<i>Catastrophic Prototyping and Other Stories</i>	182
Prototyping Your Original Game Idea	188
<i>The Design Evolution of Magic: The Gathering</i>	191
Making the Physical Prototype Better	206
Beyond the Physical Prototype	206
Conclusion	207
<i>Designer Perspective: James Ernest</i>	208
<i>Designer Perspective: Katie Salen</i>	210
Further Reading	212

Chapter 8 Digital Prototyping 213

Types of Digital Prototypes	213
<i>Using Software Prototypes in Game Design</i>	220
<i>Prototyping for Game Feel</i>	224
Designing Control Schemes	227
<i>Prototyping Cloud</i>	228
Selecting Viewpoints	231

X Table of Contents

Effective Interface Design	235
Prototyping Tools	238
Conclusion	241
<i>Designer Perspective: David Perry</i>	242
<i>Designer Perspective: Brenda Brathwaite</i>	244
Further Reading	246
Chapter 9 Playtesting	248
Playtesting and Iterative Design	249
Recruiting Playtesters	249
Conducting a Playtesting Session	252
Methods of Playtesting	256
<i>Why We Play Games</i>	258
The Play Matrix	260
Taking Notes	262
Basic Usability Techniques	264
Data Gathering	264
Test Control Situations	265
<i>How Feedback from Typical Gamers Can Help Avoid Disappointing Outcomes</i>	266
Playtesting Practice	269
Conclusion	271
<i>Designer Perspective: Rob Daviau</i>	272
<i>Designer Perspective: Graeme Bayless</i>	274
Further Reading	276
Chapter 10 Functionality, Completeness, and Balance	277
What Are You Testing For?	277
Is Your Game Functional?	279
Is Your Game Internally Complete?	279
Is Your Game Balanced?	286
<i>A Conversation with Rob Pardo</i>	298
Techniques for Balancing Your Game	304
Conclusion	306
<i>Designer Perspective: Brian Hersch</i>	307
<i>Designer Perspective: Heather Kelley</i>	309
Further Reading	311
Chapter 11 Fun and Accessibility	312
Is Your Game Fun?	312
Improving Player Choices	318
<i>The Core Mechanic: Game Design as Activity Design</i>	330

Fun Killers	334
Beyond Fun	337
Is Your Game Accessible?	337
<i>Using Audio as a Game Feedback Device</i>	338
Conclusion	342
<i>Designer Perspective: Richard Hilleman</i>	343
<i>Designer Perspective: Bruce C. Shelley</i>	344
Further Reading	346

Part 3 Working As a Game Designer 347

Chapter 12 Team Structures 348

Team Structure	348
Developer's Team	350
<i>Applying for a Job in Game Design</i>	352
<i>Advice from the International Game Developers Association (IGDA)</i> <i>on Choosing an Academic Game Program</i>	360
Publisher's Team	362
Team Profile	366
All Contribute to the Design	366
Team Building	368
Team Communication	368
Conclusion	369
<i>Designer Perspective: Matt Firor</i>	370
<i>Designer Perspective: Jenova Chen</i>	372
Further Reading	374

Chapter 13 Stages of Development 375

Stages Defined	375
<i>From Classroom to Console: Producing flOw for the PlayStation 3</i>	380
How to Make a Project Plan	382
<i>Business Opportunities for Independents</i>	386
Conclusion	389
<i>Designer Perspective: Stan Chow</i>	390
<i>Designer Perspective: Starr Long</i>	391
Further Reading	393

Chapter 14 The Design Document 394

Communication and the Design Document	394
Contents of a Design Document	395

XII Table of Contents

Writing Your Design Document	400
<i>Indie Game Jam: An Outlet for Innovation and Experimental Game Design</i>	403
Conclusion	406
<i>Designer Perspective: Chris Taylor</i>	407
<i>Designer Perspective: Troy Dunningway</i>	409
Further Reading	412
Chapter 15 Understanding the Game Industry	413
The Size of the Game Industry	413
Platforms for Distribution	414
Genres of Gameplay	415
<i>Alternatives: Games for Girls and Women</i>	418
Publishers	421
Developers	422
The Business of Game Publishing	423
<i>Alternatives: Understanding the Tabletop Game Industry: A Guide for Inventors</i> ..	424
Conclusion	431
<i>Beginner Perspective: Jesse Vigil</i>	432
<i>Perspective from The Trenches: Jim Vessella</i>	434
Further Reading	434
Chapter 16 Selling Yourself and Your Ideas to the Game Industry ...	436
Getting a Job at a Publisher or Developer	436
<i>An Interview with a Game Agent</i>	440
Pitching Your Original Ideas	442
<i>Selling Ideas to the Game Industry</i>	444
Independent Production	447
Conclusion	448
<i>Designer Perspective: Christopher Rubyor</i>	449
<i>Designer Perspective: Scott Miller</i>	451
Further Reading	452
Conclusion	453
Index	455