

Quiz L5 – Game Design

1. List two of the keys that Larsen describes to making a game accessible to novice players.
2. List two of the four steps that Cook suggests in the process for developing a game.
3. List two of Allmer's principles of Gameplay Design.
4. List two of the types of challenges described by Rollings and Adams.

CS121

- Your problem
 - Design a good educational game
 - Without much design experience
- Your solution
 - Experience
 - Intuition
 - Analysis
 - Testing

Questions

What does the possibility space of your game look like?

Questions

- What are the interaction loops of your game?
- Do you have interesting problems?
- Do you have interesting failures?

Questions

How can you leverage player's imagination?

Questions

What kinds of strategies will the players employ?

Questions

Topology: What kind of topology does your game have?

For Next Lecture

- in-class requirements elicitation session
- goals
 - to demystify the process
 - to allow you to observe the process
 - provide an example we can discuss
 - to prepare you for your own sessions
- preparation
 - review chap 3 of my User Requirements paper
 - there will be a quiz on this material