



Prototyping

WD 397 – Game Design and Development



Definition

A preliminary model from which you can develop other artifacts or products.

- ▶ They are also:
 - ▶ Experimental and exploratory
 - ▶ Quick
 - ▶ Subject to revision



Tools

- ▶ Axure, Balsamiq
 - ▶ HTML
 - ▶ Photoshop, illustrator
 - ▶ Pen and paper
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Examples

What can you prototype?



Why are all of the examples pen and paper?

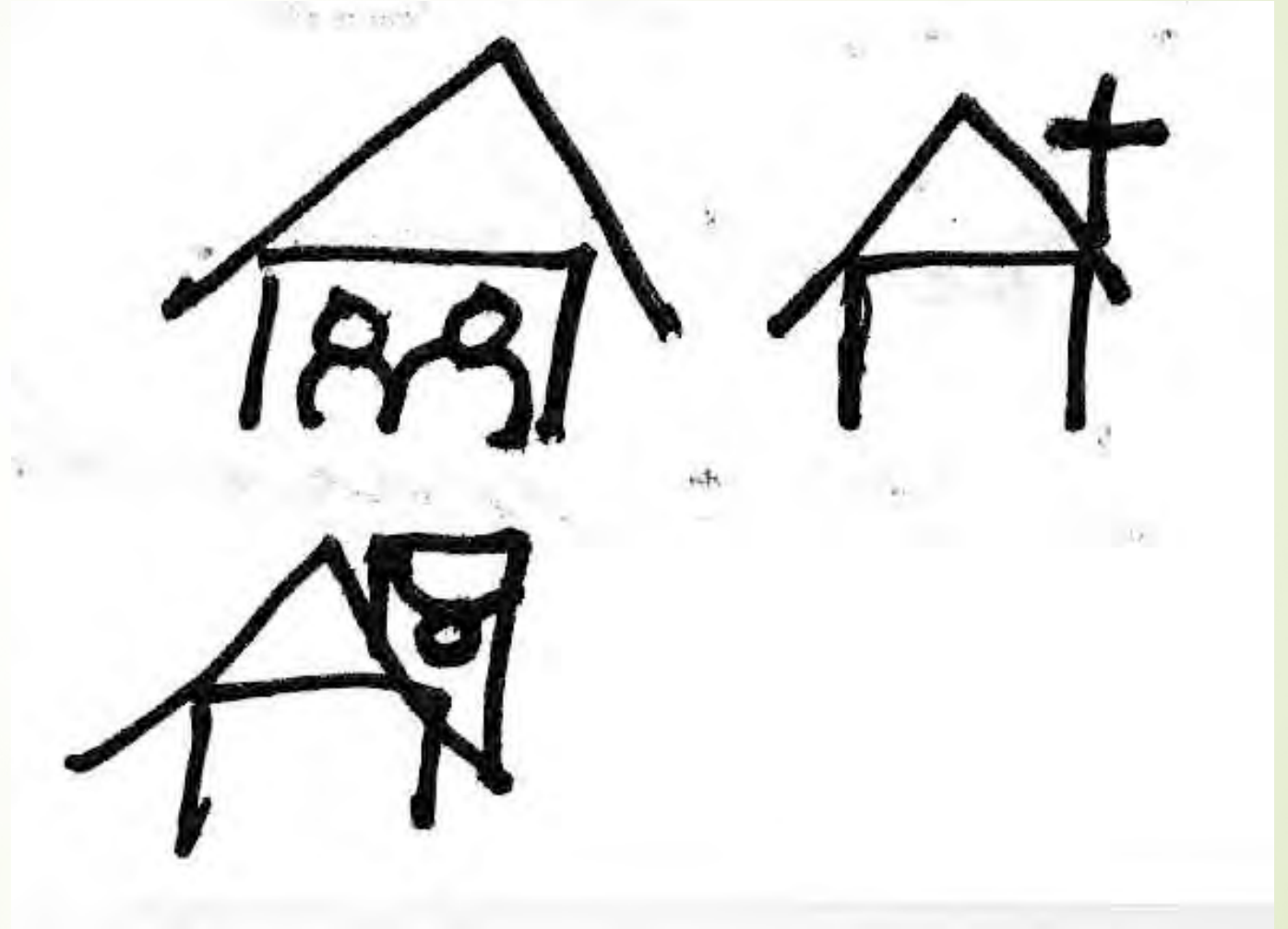
- ▶ Fast
- ▶ Easy to change or revise
- ▶ Can do them anywhere (the following were completed in or on: airplanes, dining room tables, picnic table, and in the car)
- ▶ Don't need wi-fi or a computer/smart device

Examples: Details/Icons

Dice Faces

Need: 6 custom faces for three die.

18 total representing locations, emotions, and people.

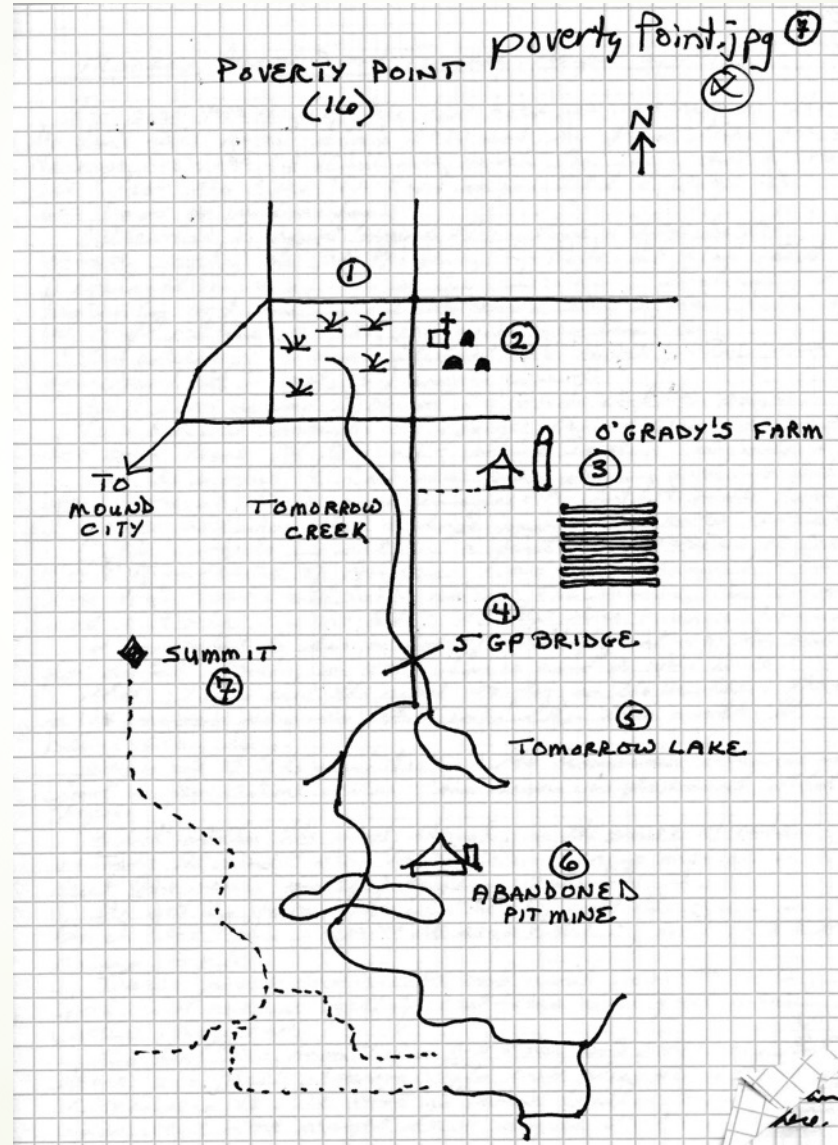


Examples: Maps

Map

Need: Side adventure for 5E D&D Module

Multiple maps to facilitate DM running adventure.

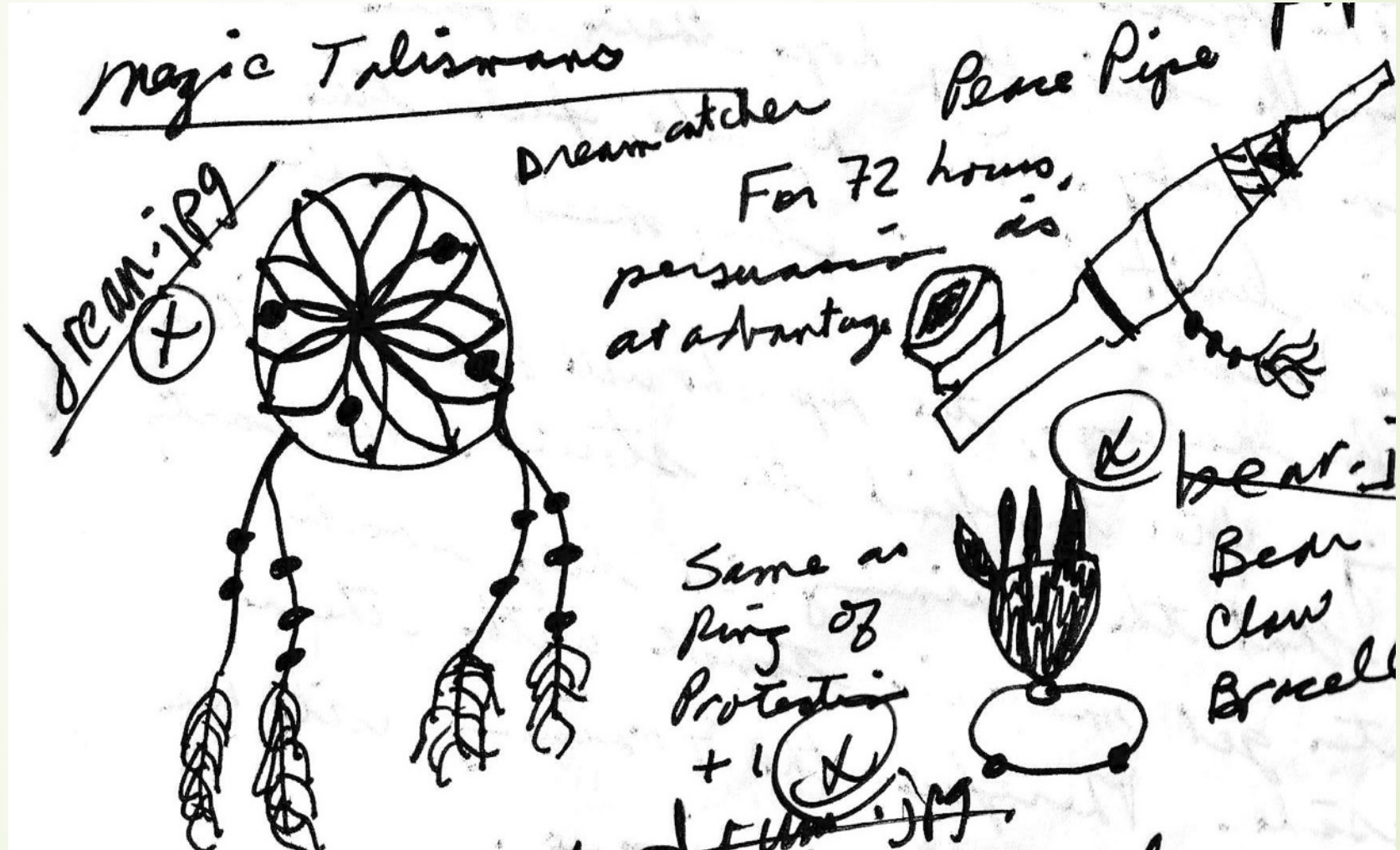


Examples: Supplementary Art

Talismans

Need: Magic items

4 items to help party accomplish their goals in the adventure

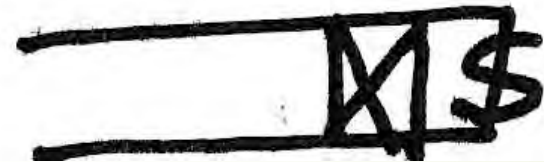
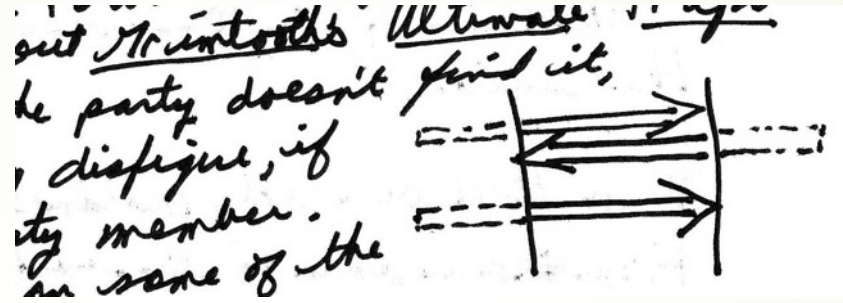


Examples: Interaction

Traps

Need: unique traps

Traps and locations for the traps





What else can you prototype?

- Interfaces
- Characters (visual sketch, or written persona)
- Story Line
- Platform

What is the *right* place to start?

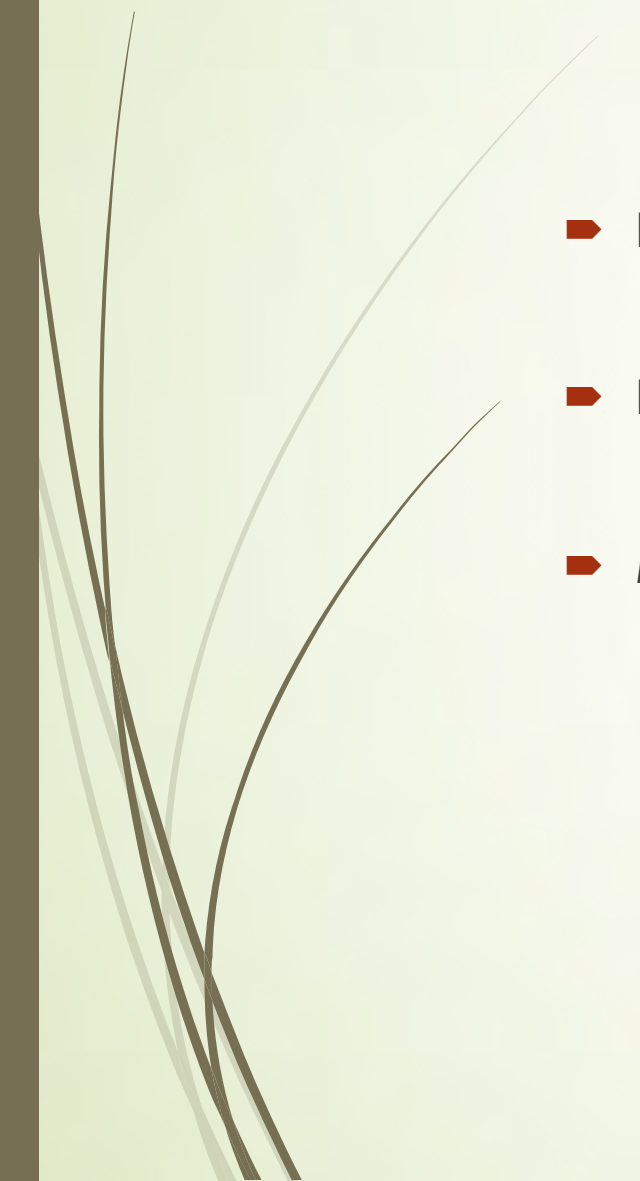
With what you are most passionate about

Where do I start?

Maps because in my games if something isn't on the map, it doesn't happen. Everything for me follows from the story that the map can tell.



Next Steps: Due Sept. 23rd

- ▶ Bring 1-2 game ideas
 - ▶ Bring 3-6 prototypes for 1 of the ideas
 - ▶ Medium used: your choice provided it is shareable
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Next Steps: Sept 23rd Agenda

- ▶ Interaction: Feedback on prototypes
 - ▶ Lecture: Rules and Rule Systems
 - ▶ Discussion: What makes games fun?
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