



Rules and Rule Systems

CIS/WD 399

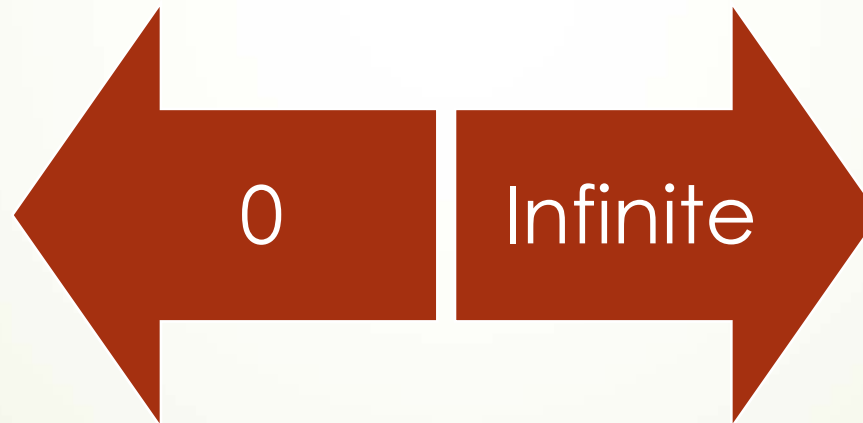


Game Development: Agenda

- ▶ Rules
- ▶ Rule Systems
- ▶ For Next Time

Rules: Think of Boundary Conditions

- ▶ Example: # of attacks
 - ▶ Low bound: 0 attacks
 - ▶ High bound: infinite attacks
- ▶ Rule should be in the middle and should be fun





Rules: General Guidelines

- ▶ What is fun?
- ▶ What is reasonable?
- ▶ Can or do rules evolve or change over time?

GUIDELINES

- ▶ If an *action* takes place, a rule needs to guide it (written or otherwise)
- ▶ Rules don't have to be complex to be fun



Rule Systems

- ▶ Immediate rules (may evolve over time)
 - ▶ Ex: Rules that govern how characters work
 - ▶ Ex: Rules that govern how enemies/monsters work
- ▶ System rules and mechanics (are usually fixed)
 - ▶ Ex: Leveling up
 - ▶ Ex: Interacting within the system (game)
 - ▶ How to walk in different terrains
 - ▶ Fighting mechanics
 - ▶ Searching mechanics



For Next Time

- ▀ Second Round of Prototypes – bring to class

Date	Topic	Due
11 Sept.	<u>Initial Meeting – Prototyping</u> (PDF) – 106 downloads	Project Ideas
24 Sept.	Rules and Rule Systems	Prototype I
8 Oct.	Game Design	Prototype II
22 Oct.	Game Development	Rules (DRAFT)
5 Nov.	Third Party Help	Game (DRAFT)
19 Nov.	Marketing	Plan (DRAFT)
3 Dec.	Live Demonstrations	Revised Game
17 Dec.	DEMO DAY	DEMO DAY