

Games I: Design and Architecture

Week 07 (10/09) Physical Prototype Presentations

A series of horizontal stripes in various colors (yellow, green, blue, dark blue, orange, red, white, light green) are located at the bottom of the slide.

Physical Prototype Presentations

- Each team will host a playtesting session, one at a time
- Each other team will serve as playtesters
- ~2-3 minutes introduction
- ~15 minutes of play per session
- ~2-3 minutes discussion afterward
- Max. 60 minutes per team total

Physical Prototype Presentations

- You are not being graded on the presentation itself, but the quality of your prototype:
 - Game is playable
 - Demonstration of player experience goals
 - Clearly defined core mechanic and objective
 - Rulesheet explains how to play to someone with no prior knowledge of the game

For Next Week (10/16)

No homework! Rest and regroup!

Think about (and maybe **document**)

- What did you learn from physical prototyping?
 - Any **surprises**? Any **design changes** as a result?
- What are your **goals** for the digital prototype?
 - **Mechanics/Look/Feel/Tech**

What's Next?

Week 07 (10/09): Physical Prototype Presentations (Midterm)

Week 08 (10/16): Social Issues in Games

Week 09 (10/23): Social Issues in Games Presentations

Week 10 (10/30): Digital Prototyping - Goals and Methods

Week 11 (11/06): Digital Prototyping - Game Engines

Week 12 (11/13): Digital Prototyping - Balance and Playtesting

Week 13 (11/20): Beta Presentations

Week 14 (12/04): Work on Digital Prototype

Final Exam (Date TBD): Digital Prototype Presentations