Iterative Design & Rapid Prototyping

task list

- [ ] Recap: definitions, toyplay, gameplay, challenges and players

- [ ] **Rapid Prototyping**

- [ ] Iterative Design

- [ ] Why is this good to know?

- [ ] Left behind

Recap

- ☐ Toys: facilitators for playful activities
- ☐ Rules: Structures and frames for play
- ☐ Game Mechanics: rule-based methods for player agency in the gameworld, designed to overcome challenges in non-trivial ways

- ☐ Gameplay: Ludic activity regulated by game rules, mediated by game mechanics, and oriented to the satisfactory achievement of goals predetermined by rules agreed upon by the player(s)

- ☐ Toyplay: Freeform ludic activity with no goals predefined or external to the player, and mediated by toys

- ☐ Elements of Gameplay:

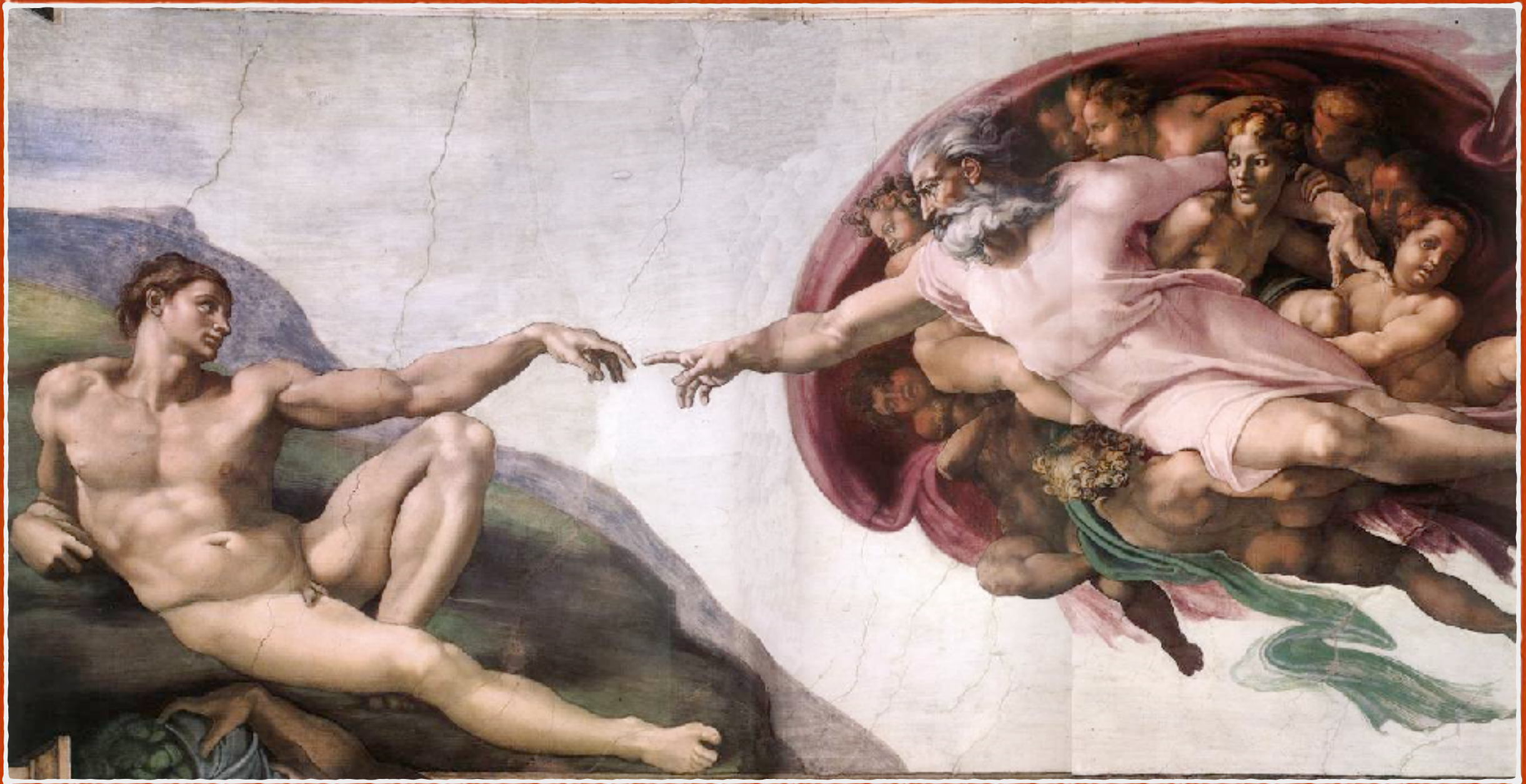
  - ☐ Challenges presented to players (atomic, intrinsic difficulty, emergent vs. designed)

  - ☐ Choices presented to the player to overcome those challenges

  - ☐ Players attitudes: how do real people actually interact with these formal systems?

Enough of this formalism!

Stop making sense!
Start making games!



Rapid Prototyping

a take on making games

Process

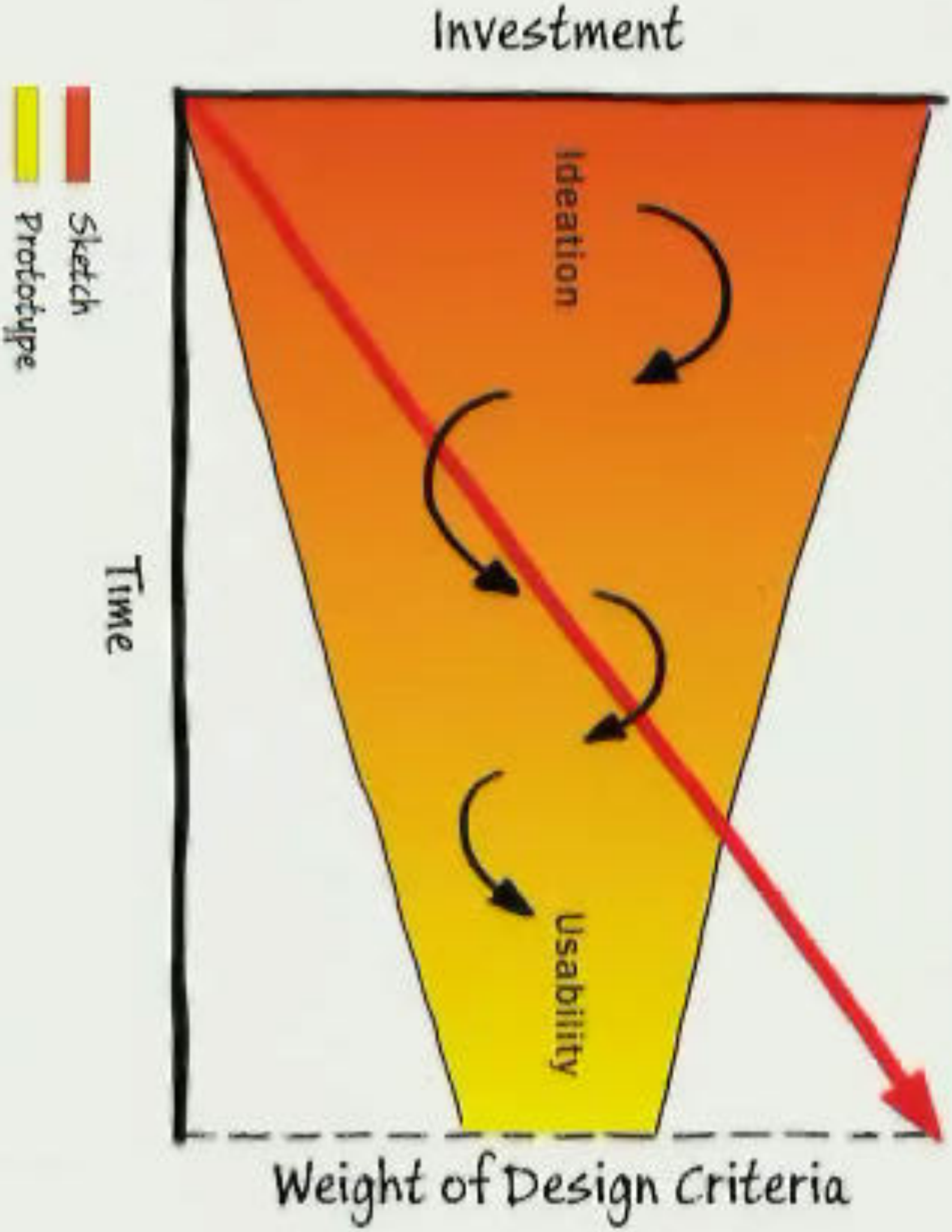
- ☐ Define what type of experience you want to create
- ☐ Identify your game idea: verbs, nouns, adjectives
- ☐ Identify what can be prototyped fast and easily (toys) relevant to that experience
- ☐ Prototype and identify if it meets your goals
- ☐ Iterate until a satisfactory result is achieved.

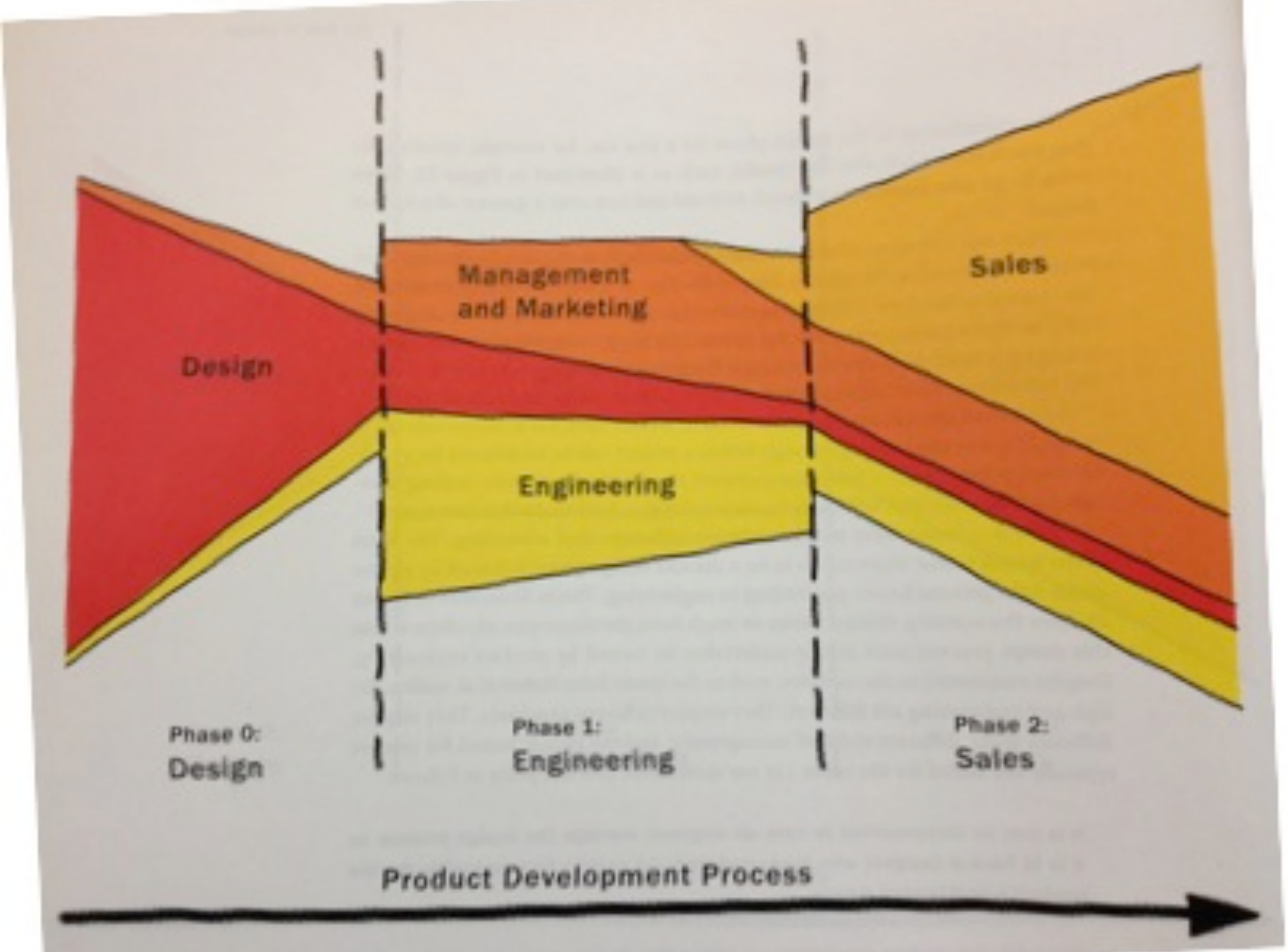
A Word of Wisdom

focus your prototypes

The good, the bad, and the queen

- ☐ Prototypes: expression of complexity
- ☐ Save money and time: early detection of key pitfalls.
- ☐ prototypes are scaffolds, not walls!
- ☐ no code reuse!
- ☐ SCRUM


Investment
Ideation
Usability
Weight of Design Criteria
Time
Sketch
Prototype


Management
and Marketing
Design
Sales
Engineering
Phase 0:
Design
Phase 1:
Engineering
Phase 2:
Sales
Product Development Process

Iterative Design

Applied Rapid Prototyping

Aren't these two the same?

Yes and no.

Iterative Design > Lightweight prototyping

Iterative design means essentially one thing:

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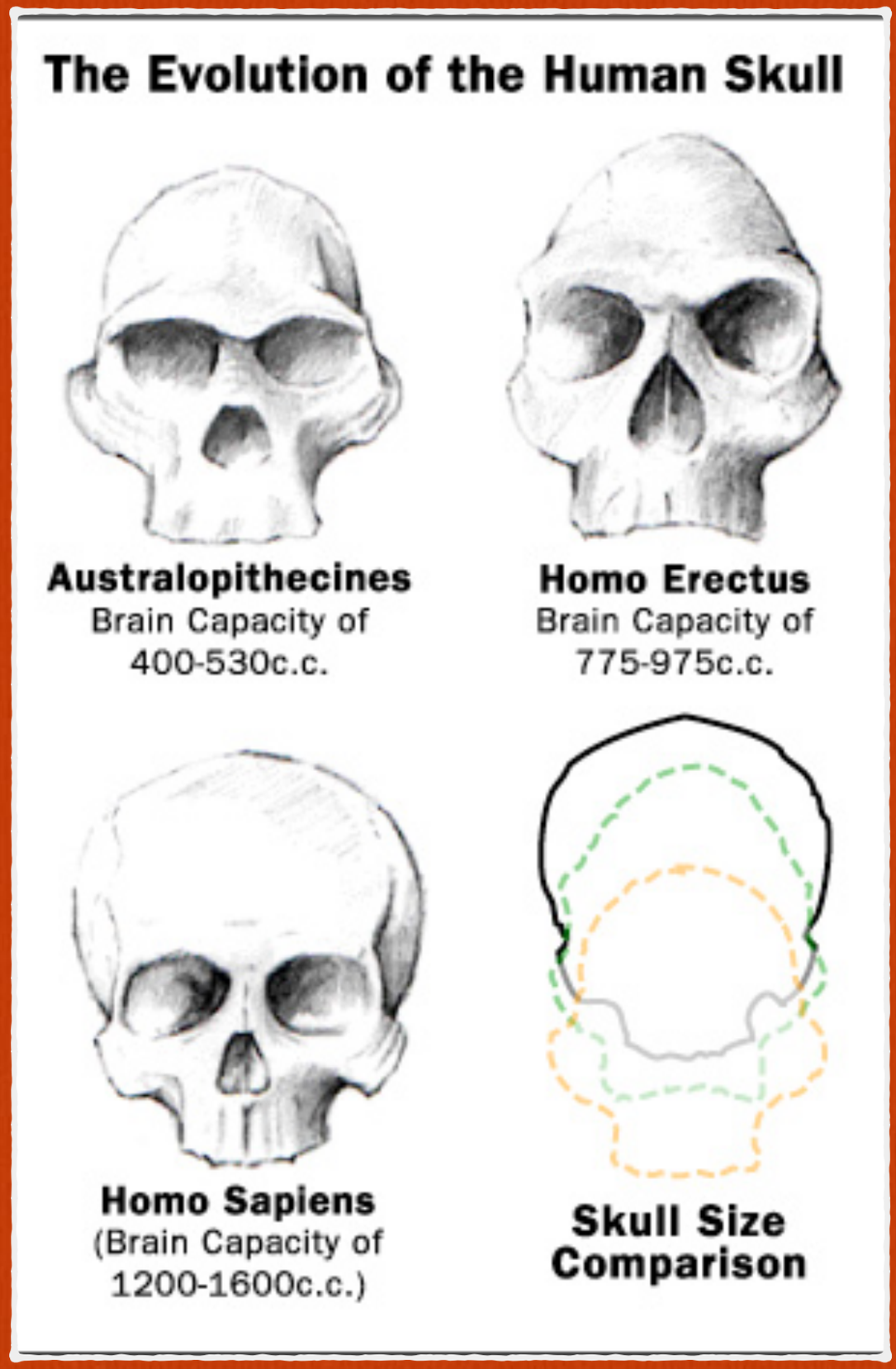
Haven’t I seen this before?

Evolutionary Prototyping

Throwaway Prototyping

(McConnel, Rapid Development)



When to do it?

Concept Phase

Game Concept

Game Proposal

Preproduction

Production

QA & Release

spec
tech spec
tool spec
iteration

Agile Methods
iteration
SCRUM

Classic Methods

The need for method