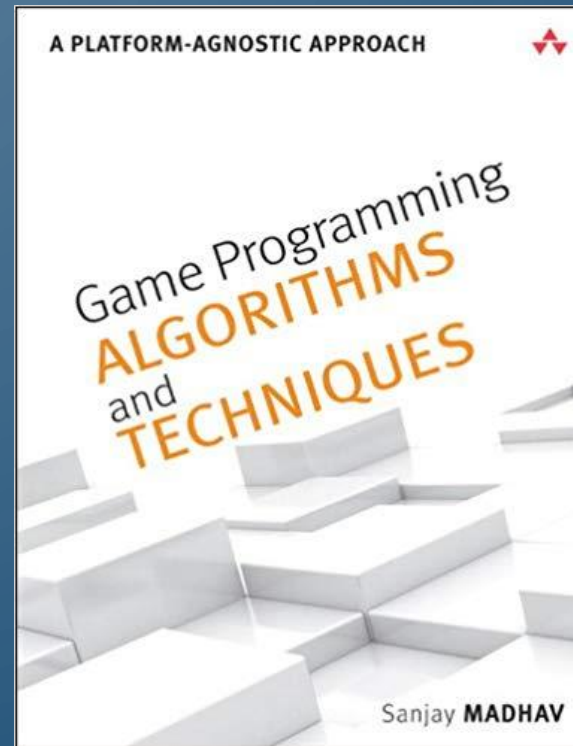
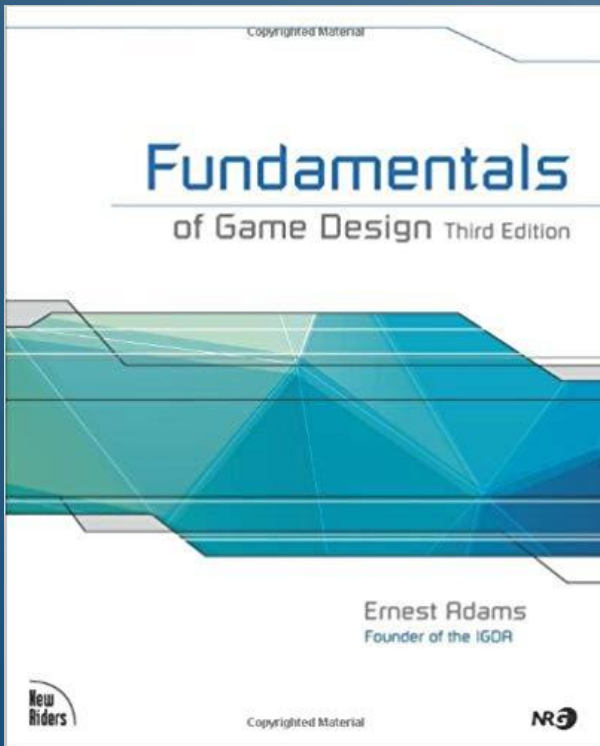


A decorative graphic on the left side of the slide, consisting of a network of light blue lines and small circles, resembling a circuit board or a neural network. The lines are vertical and horizontal, with some diagonal connections, and the circles are placed at various points along these lines.

WELCOME TO CSCE 395: SPECIAL TOPICS IN GAME DEVELOPMENT

SYLLABUS



The background is a solid dark blue color. In the four corners, there are decorative white line-art patterns that resemble circuit traces or a stylized tree structure. These patterns consist of thin lines that branch out and terminate in small circles, creating a sense of connectivity and digital structure.

WHAT IS A GAME?

REMEMBER AS A KID?

- **Play** is a category of nonessential, recreational activities
- **Pretending** is the mental ability to create an imaginary reality
- **Rules** are instructions for how to play
- **Goals** are objectives you are trying to achieve



GAMES



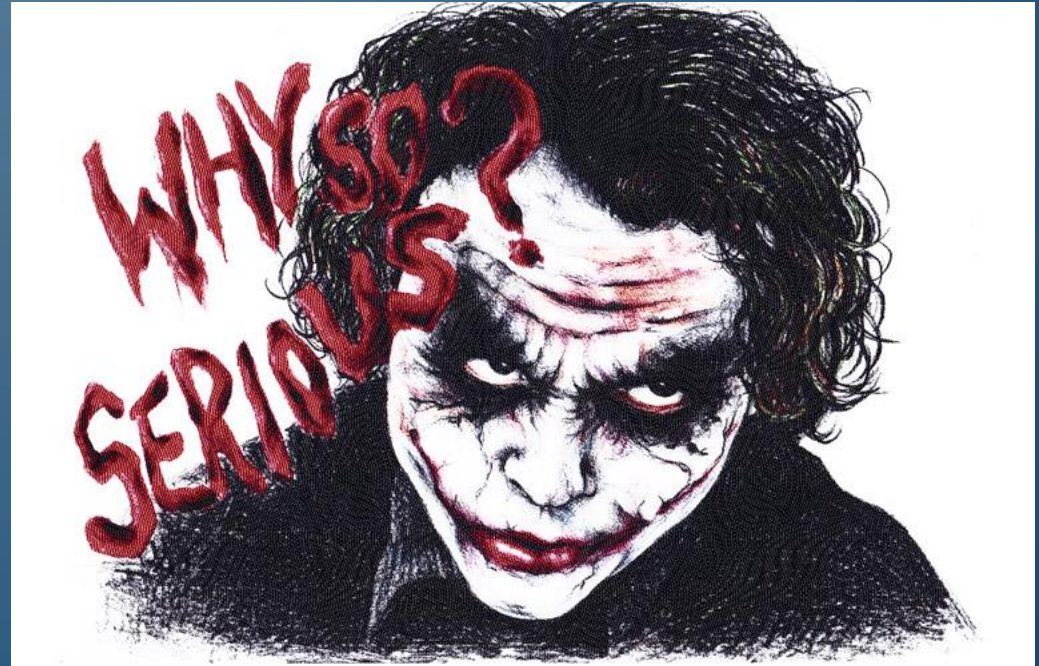
- **Games** are a type of play activity, conducted in the context of a pretended reality, in which the participant(s) try to achieve at least one, nontrivial goal by acting in accordance with rules.

ESSENTIAL ELEMENTS OF A GAME

- Play is participatory and interactive
 - Allows freedom and elicits a different experience each time
- Pretended reality is also referred to a magic circle
- Goals don't have to be achievable, e.g., Space Invaders or the Sims
- Goals are defined by the rules
 - Ultimate goal is defined by a victory condition
 - A termination condition ends the game sometimes specifically a loss condition
- Rules establish the object of the game and meaning of activities in the pretended reality
 - Many types exist
 - Should be unambiguous

A GAME IS NOT...

- Conflict or competition
- Entertainment
- Fun



GAMEPLAY

- Loosely "an interesting series of choices"
- Challenges are any task set for the player that is nontrivial to achieve
- Rules define the actions a player can take to overcome a challenge and achieve the goal
- Gameplay consists of
 - The challenges faces by a player
 - The actions permitted to address the challenges



OTHER NOTABLE ASPECTS OF GAMES

- Fairness (or unfairness)
- Symmetry/asymmetry of players
- Competition – players accomplish mutually exclusive goals
- Cooperation – players achieve same goals

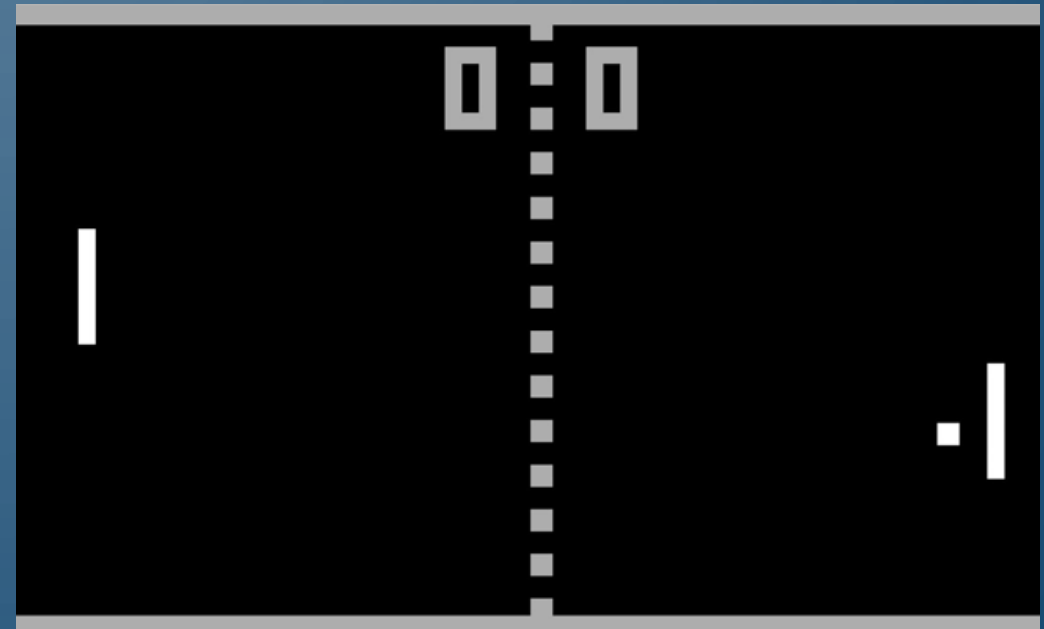


The background is a solid dark blue color. In the four corners, there are decorative white line-art patterns that resemble circuit boards or neural networks. These patterns consist of thin lines that branch out and terminate in small circles, creating a sense of connectivity and technology.

VIDEOS GAMES AND THEIR QUALITIES FOR ENTERTAINMENT

VIDEO GAMES

- A video game is a game mediated by a computer
- The machine "hides" the rules
 - Design Rule: Avoid trial and error
- The machine sets the pace
- The machine creates the imaginary world
- The machine can create artificial intelligence



GAMES FOR ENTERTAINMENT



- Design Rule: You can't please everyone
- Design Rule: Gameplay comes first
- Design Rule: Aesthetics are important
- Design Rule: Strive for harmony

GAMES FOR ENTERTAINMENT

- Players become immersed in the game in various ways: tactically, strategically, spatially, narrative
- Games possess emotional resonance
 - Players can experience a myriad of emotions, which do you want them to experience?
- Video games often tell a story



MISCELLANY

- Actions can involve risks
 - Design rule: Risks need rewards
- People enjoy novelty
- Progression is a sequence of challenges planned by the designer
- Games often involve spatial exploration
- Learning is an aspect of playing games
- People love creation and expression
- Enacting a role is essential to most games (not just RPGs)
- Games can be social!
 - Online play
- Games can be serious (Serious games)
 - For education/training, simulation, persuasion, or health/growth

The image features a dark blue background with white, stylized circuit board traces in the corners. These traces consist of straight lines that branch out and terminate in small circles, resembling electronic components or nodes. The traces are located in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

VIDEO GAME GENRES

SHOOTER GAMES



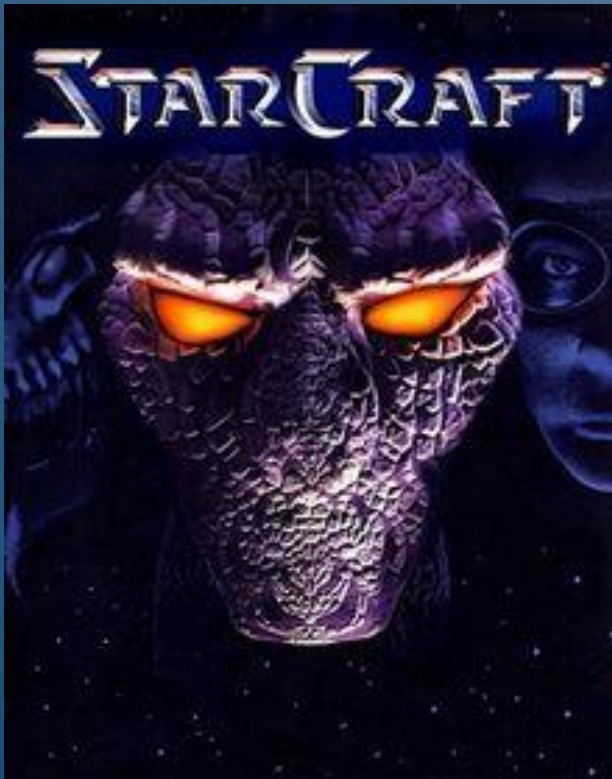
- Shooter games require the player to perform action at a distance with a ranged weapon
 - Skill is key
 - Can be subdivided into 2D and 3D shooters

ACTION AND ARCADE GAMES

- Action and arcade games include a physical challenge to the game
 - Often include conflict or economic challenges
 - Do not include strategic or conceptual challenges
 - Generally unwinnable, but get harder and harder as you go
 - Two subgenres: platform games and fighting games



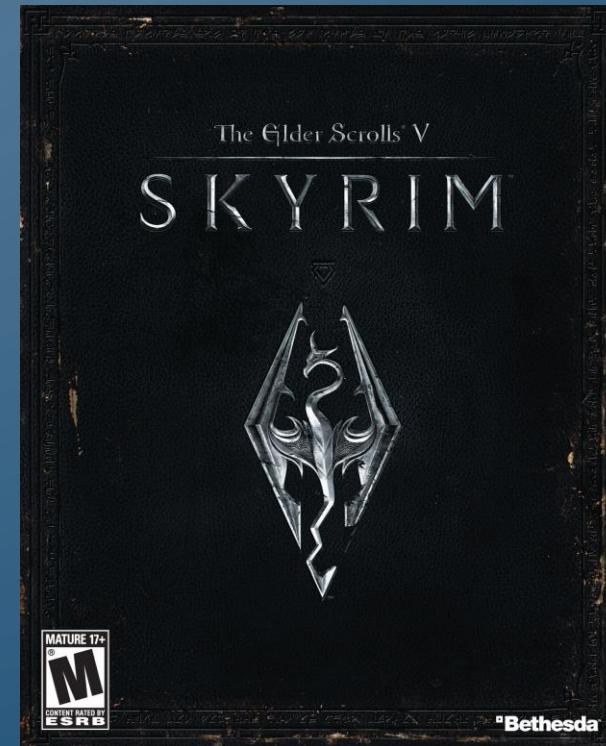
STRATEGY GAMES



- Strategy games involve tactical challenges requiring planning a series of actions taken against a players opponents
 - Typically involves conflict
 - Subgenres: Turn-based games and real-time strategy

ROLE-PLAYING GAMES

- Role-playing games allow players to interact with a game world in a wide variety of ways
 - They typically offer a sense of growing from an ordinary person into a customized hero
 - Story, quests, and character growth are essential



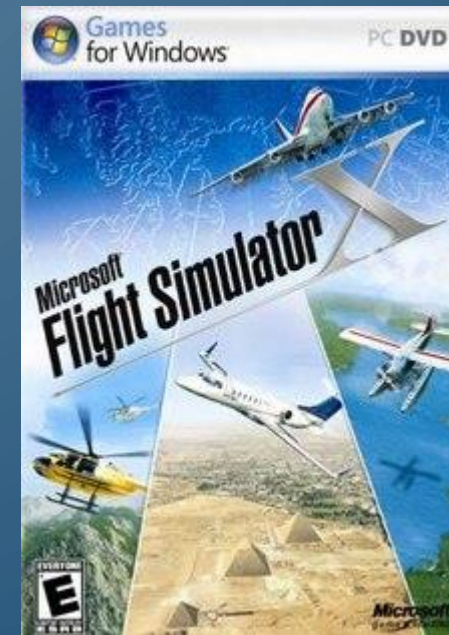
SPORT GAMES



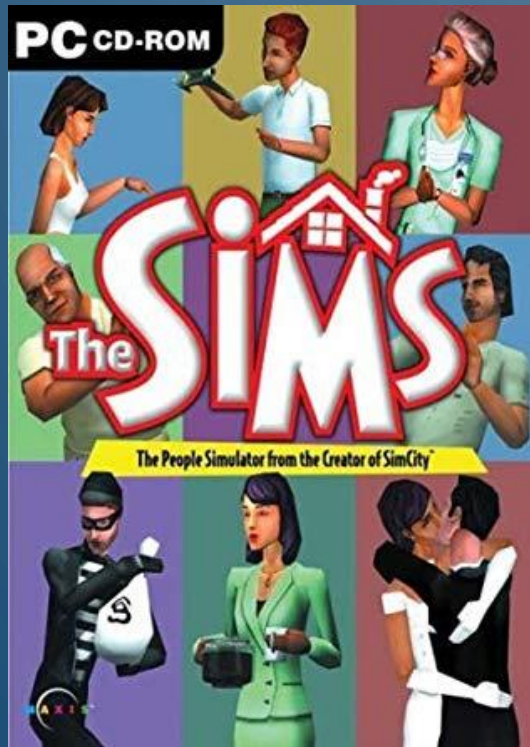
- Sports games focus on mimicking real-world sporting events

VEHICLE SIMULATIONS

- Vehicle simulations create the feeling of driving or flying a vehicle
 - Key is aiming for realism



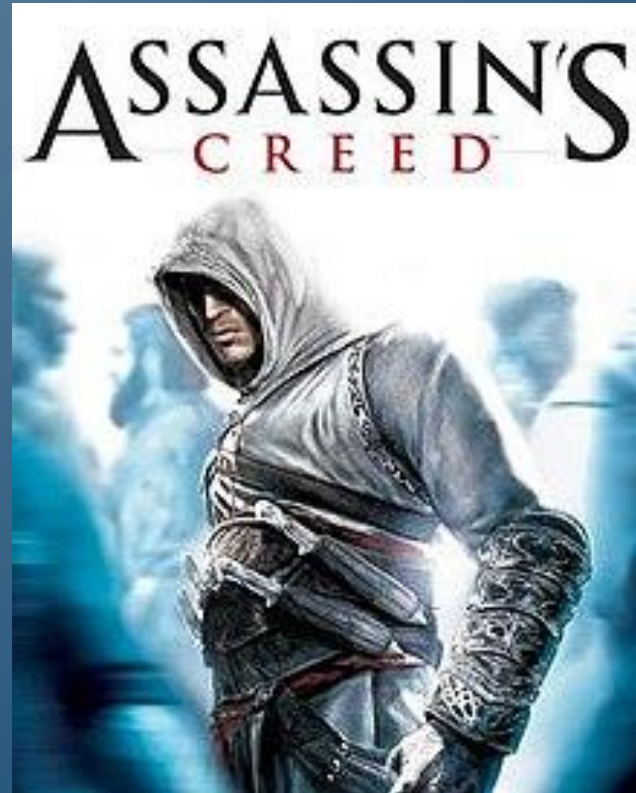
CONSTRUCTION AND SIMULATION GAMES



- Construction and simulation games offer players opportunities to build typically under economic constraints
 - Goal is to create

ADVENTURE GAMES

- Adventure games rely on creating an interactive story about a character the player controls
 - Character growth is dramatic not numeric



PUZZLE GAMES



- Puzzle games require solving challenges (not confrontational or oppositional)

DISCUSSION

- Do games conform to a single genre?
- What is your favorite genre?
 - Favorite game?

