DISCUSSION
FGD – CHAPTER 10
CHARACTER DEVELOPMENT

WHAT WAS THIS CHAPTER ABOUT?

SUMMARY

WHAT ARE THE GOALS OF CHARACTER DESIGN? STRENGTHS/LIMITATIONS OF THEM?

WHAT ARE THE ASPECTS TO CONSIDER IN THE DESIGN OF THE RELATIONSHIP BETWEEN A PLAYER AND AN AVATAR?

HOW DOES VISUAL APPEARANCE CONVEY CHARACTER TRAITS AND DEVELOPMENT? PROS AND CONS OF THE APPROACHES STATED IN THE BOOK?

DESIGN RULE: DON'T ADD TOO MUCH DETAIL

HOW CAN YOU DESIGN DEPTH FOR CHARACTERS IN A GAME? RULES OF THUMB TO FOLLOW?

WHAT AFFECT DOES PROMOTION OF STEREOTYPES HAVE IN CHARACTER DEVELOPMENT? HOW WOULD THESE BE INFLUENCES BY CULTURE?

WHAT/HOW DOES A GAME ENGINE NEED TO SUPPORT IN CHARACTER GROWTH AND DEVELOPMENT?

ANYTHING ELSE TO NOTE FROM THIS CHAPTER?

FREE TIME