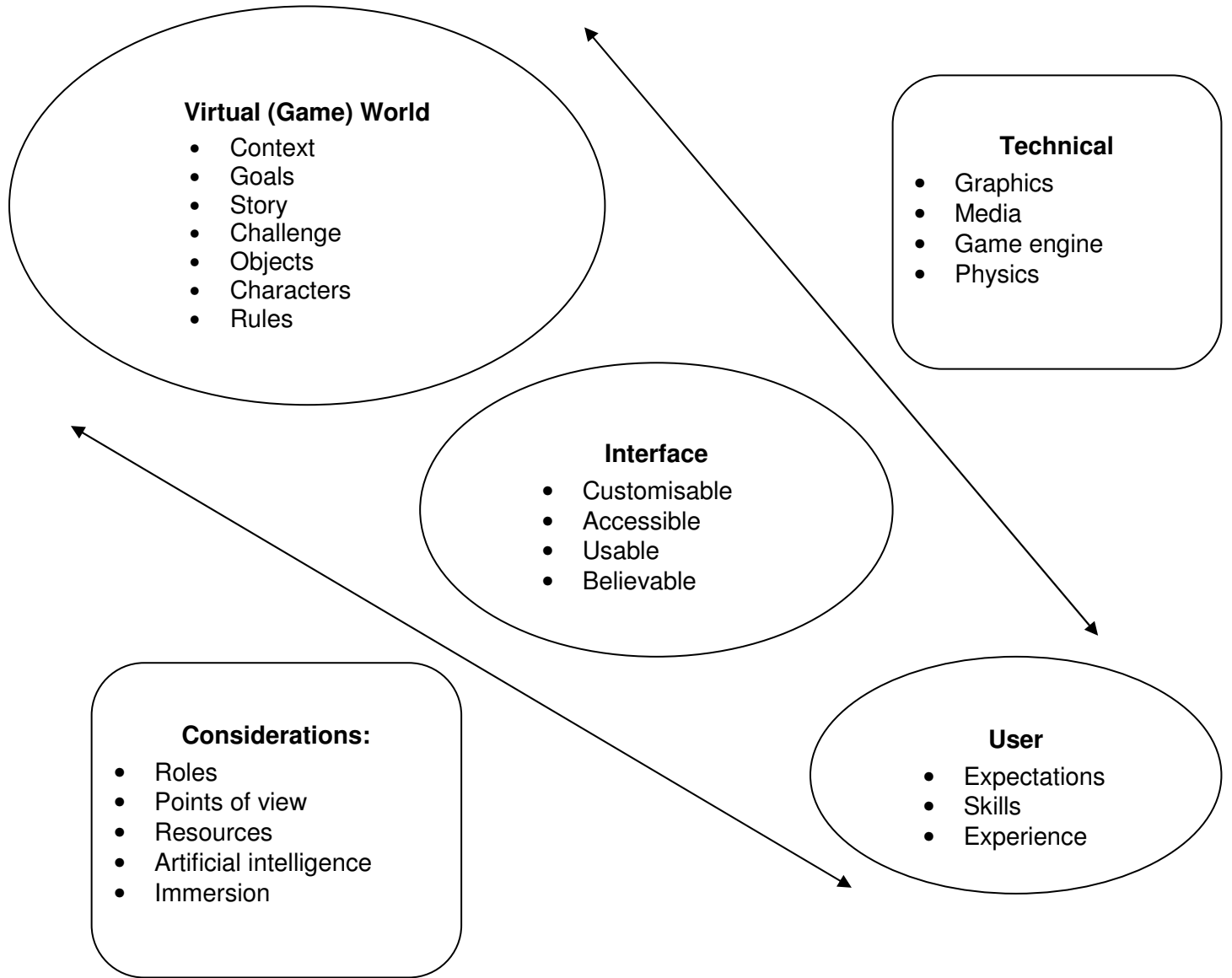




Game Design Overview





Issues to consider

Goal

- The goal of the game should be **clearly apparent** from the commencement of the game. The first scene in the game should be a statement of the intention of the game. This can be achieved in a variety of ways:
 - a. **Mission statement** outlines the game requirement by the player as well as serving to clarify the role that the player is to take in the game.
 - b. **Scenario** outlines the game context and the story line that is to unfold.
 - c. **Intro movie** visually displays scenarios and can also contain the mission statement.

Rules

- **How to play** the game is crucial to the success of the experience. Games should follow the principle of easy to play but challenging to learn.
 - a. **Explicit** – written instructions either internal or external to game.
 - b. **Implicit** – implied from scenario and movie or training scenarios.

Interface

- **Ease of use** can be achieved through cognizance of the user preferences and conventional methods.
 - a. **Conventional keys** should be used for manipulating game objects.
 - b. **Choice** of input devices can assist those with personal preferences or disabilities.
 - c. **Configuration** of input devices can assist in tailoring response to suit individual motor skill development.
- **User interactions** should include opportunity for the user to tailor the experience to suit personal choices.
 - a. **Choice of equipment** to be used gives the player an ability to make choices based on decision making processes.
 - b. **Point of view** can allow alternative perspectives. This can be crucial to some game scenarios for players to master game concepts.
 - c. **Choice of character** can provide the user with preferred options for role playing different character types.
- **Graphics** need to be a high quality and relevant.
 - a. **3D rendering** provides a more realistic user experience.
 - b. **Animations** are designed to add to the user experience rather than creating a distraction.
- **Screen layout** should be logical and provide easy access to all game play elements.



- a. **Game play objects** should be scaled to appear in an uncluttered way. There should be a balance between objects and background to ensure easy visibility.
- b. **Feedback** should be placed unobtrusively to the game play but logically to allow easy access to feedback information. Instrument panel simulations can be useful to display game status information.

Competition

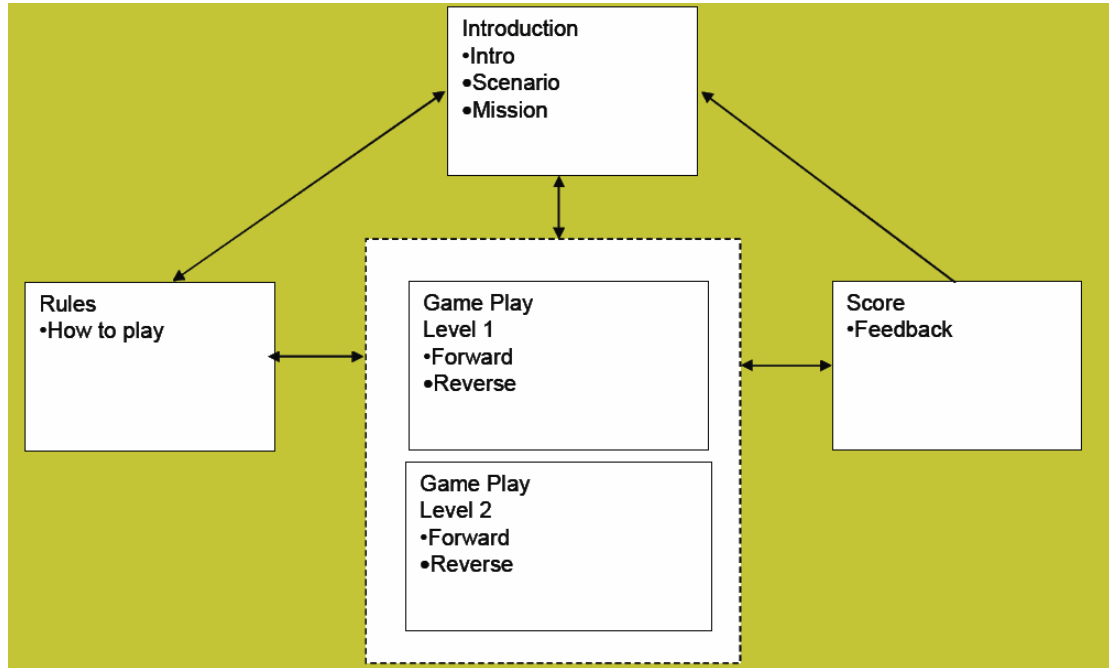
- **Challenge** is critical to the user experience. The challenge for the designer is finding the balance of difficulty level. Hence it is important to scale the difficulty level as progress through the game is made.
 - a. **Levels of difficulty** need to be carefully scaled.
 - b. **Cheats** allow game players to bypass easy levels to gain access to more challenging levels of difficulty.
 - c. **Opposition** with intelligence can add significantly the level of challenge
- **Scoring** has a motivating competitive effect on the user.
 - a. **High scores** record the best players' honour board.
 - b. **Bonus points** can be achieved for reaching milestones.
 - c. **Time limits** can add another dimension to successful game completion.
- **Resources** available to the user can add a further dimension to the game experience.
 - a. **Health** is the status of the character or role player in the game. this may influence current performance capabilities or the imminent demise.
 - b. **Equipment** available can vary therefore changing the performance capabilities of the player.
 - c. **Lives** are another way of giving second chances as the player learns to master the game. Players should not be eliminated from the game without warning.

Story

- Engagement with the story line or game scenario is another crucial factor in firstly, capturing the player's interest and secondly, maintaining that interest.
 - a. Stories should **appeal** to player interests or be firmly embedded into an engaging context.
 - b. **Virtual reality** should be sufficiently realistic to engage the user. The level of realism depends on the scenario.
 - c. **Role playing** provides users with a virtual experience that is fun and challenging. In this context, the user can experience scenarios that would otherwise be inaccessible.



Game Structure





Game Sequence

