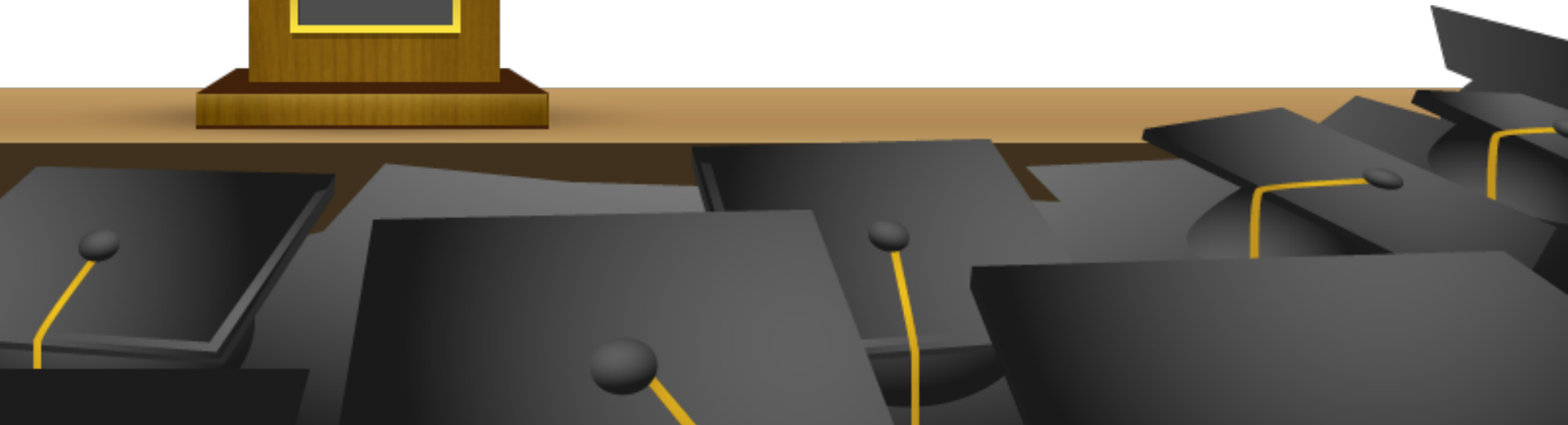
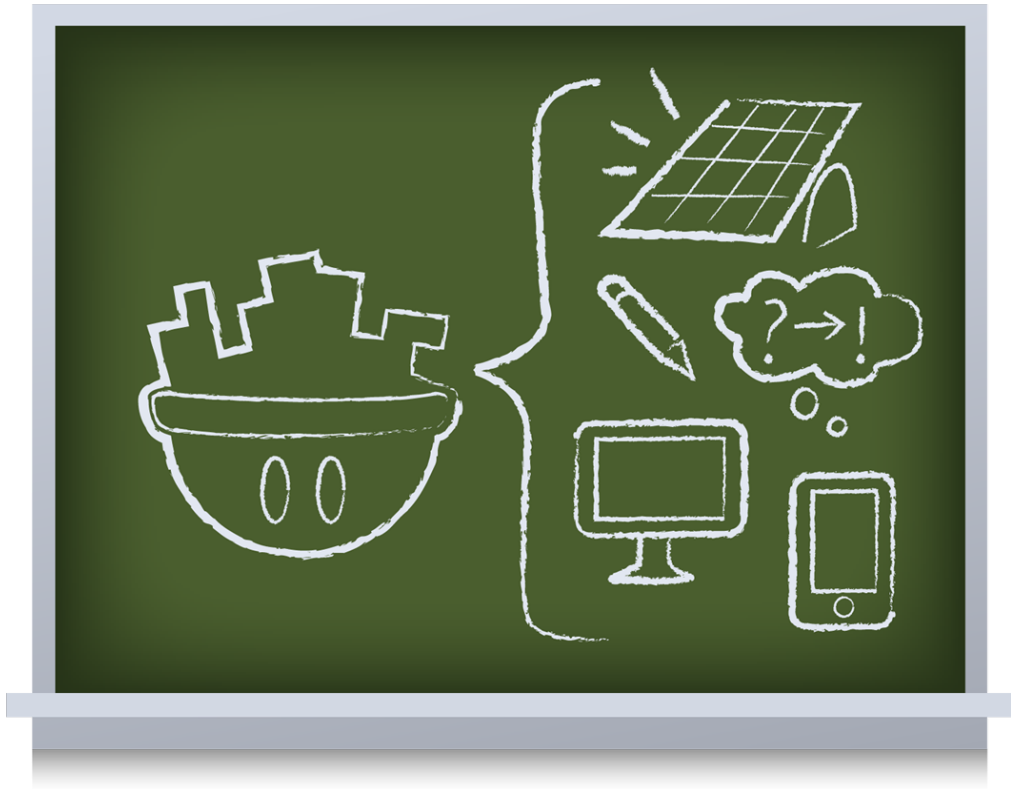




**What's in a
Game?**



**Games are
systems that are
made up of
interactive parts.**



Your job as a game designer is to arrange the parts of the system to create a **fun** experience for the player through a balance of **challenges and rewards**.



Parts of a Game System

- Setting – What does the game look like?
- Goals – What are you trying to achieve?
- Conditions – How do you win? Lose?
- Mechanics – How do you play? Run, jump, shoot?
- Components – What do you interact with?
- Rules – What can/can't you do in the game?

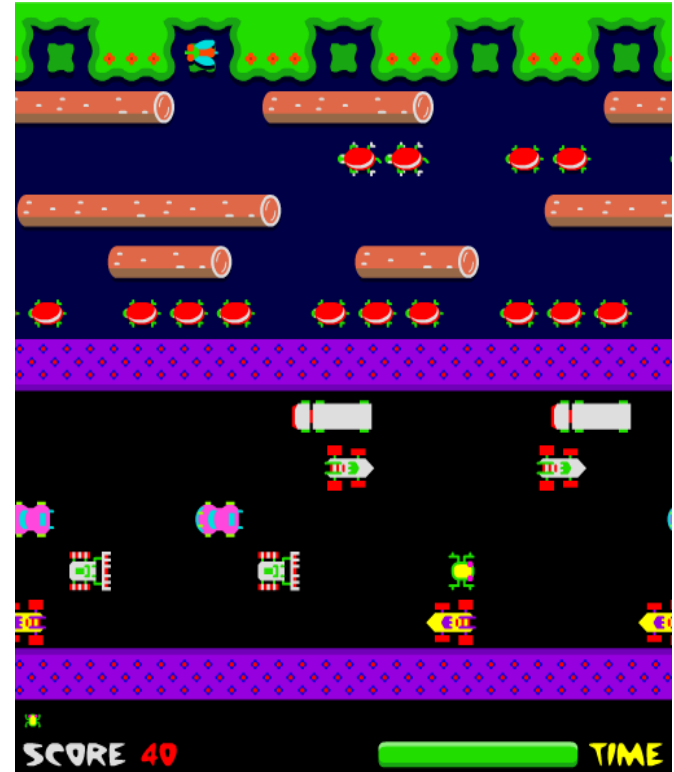


Try it out!

Identify each game part
for basketball....



... and Frogger

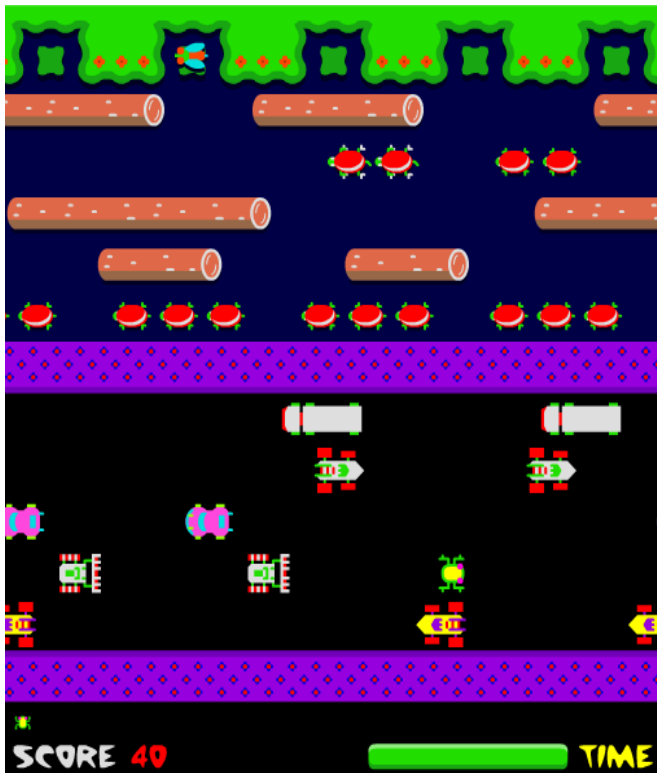


Setting, Goals, Victory/Loss Conditions, Mechanics, Features, Rules



Underlying Coding vs. Cover Story

Notice that one computer program (source code) can be used to make lots of different games!





Coding "Swim Shark Reef"

- Setting – Background graphics, sounds
- Goals – Get the starfish to the surface
- Conditions – Win by surfacing;
lose by running out of lives
- Mechanics – Use the arrow keys to swim
- Components – Interact with predators and sky
- Rules – You can swim, but stay away from
predators; get eaten three times and game over



Alternate cover stories for "Swim Shark Reef"

- Chicken crossing the road
- Celebrity escaping lovesick fans
- Virus fleeing from white blood cells
- Turkey evading farmers on Thanksgiving
- Athlete avoiding dodge balls
- Others????

