


9/14/2011



TAGD



Announcements

- GDC Austin
 - Dues
 - AGP
 - Website
- 

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GDC Austin

- Still have discounts on getting GDC Austin pass.
- Just under a month away!


Dues

- \$5 this semester
- Goes to events
- Help us feed the bank monster, or he will eat us.






AGP

- AGP stands for “Aggie Game Players”
 - Loose group for playing games
 - Need e-mails and gamertags
- 



Website

- Tagd.cse.tamu.edu
 - We're going to post a lot of stuff up there
 - Meeting info
 - Slides
 - Polls
 - Officers' home addresses and greatest fears
- 



TWIG




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Rewind

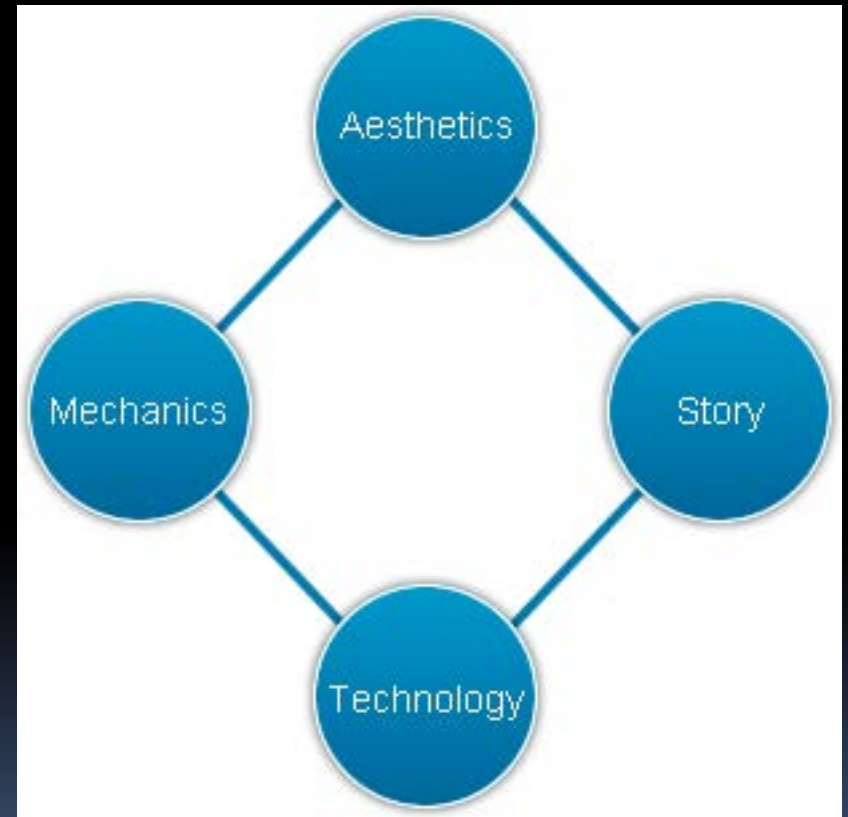


Game Design – The Big 4

- From last time, we have our basic game concept.
 - Now we need to take this core idea and expand it.
- 

The Big 4

- 4 different main design pieces
- All of them are tied together
- Some are going to be the focus





Technology


- The technology we choose is important
 - We are making *video* games
- Want to pick technology that is going to help you fulfill your design.
 - Graphics
 - Controls

Technology






Technology

- Once you choose the tech, it's mostly a non-issue
 - Unless you chose poorly
 - For our big games, we have this out of the way.
 - DirectX 9.0c
 - Keyboards and Gamepads
- 



Aesthetics

- What should the game look like?
 - Cartoonish or realistic?
 - 2D or 3D
 - Or perhaps text-only?
- 

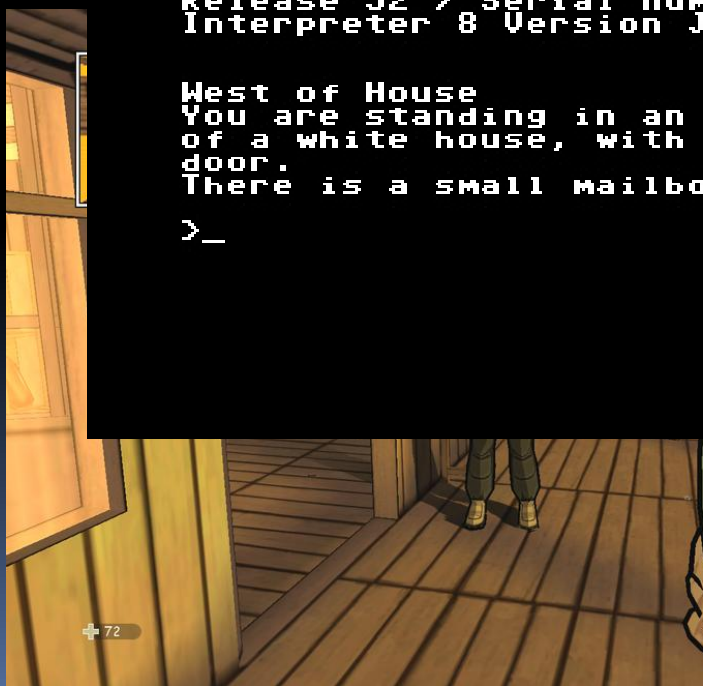
Aesthetics



West of House 0/0

ZORK I: The Great Underground Empire
Infocom interactive fiction - a fantasy story
Copyright (c) 1981, 1982, 1983, 1984, 1985, 1986 Infocom, Inc.
All rights reserved.
ZORK is a registered trademark of Infocom, Inc.
Release 52 / Serial number 871125 / Interpreter 8 Version J

West of House
You are standing in an open field west of a white house, with a boarded front door.
There is a small mailbox here.
>_






Aesthetics

- We focused on graphics above.
 - It's the most visible part of the game.
- Sounds
 - Can add a huge impact to the game
 - Amnesia: Dark Descent
- Think about the other senses too



Story

- What's going on in your game?
 - Characters
 - Protagonist, antagonist
 - Setting
 - Future, past?
- 

Story



THE PRESIDENT HAS BEEN
KIDNAPPED BY NINJAS.

ARE YOU A BAD ENOUGH DUDE
TO RESCUE THE PRESIDENT?



MARIO
00600


×04

WORLD TIME
0-0 19





Story

- Story isn't required to make a game
 - Mario
 - Bejeweled
 - But, it can add a lot to the game experience
 - It can take away too!
- 



Mechanics

- We're going to talk about this next time!
- 



Games in the running

- 4-player pong
 - Bullet-hell with a side of ship defense
 - Angry birds, but with monkeys throwing poo
 - Zombie Skifree
 - Nanobot RTS
 - Genetic-based shoot-em-up
-
- We're going to post a poll on the website with all ideas this Saturday.



Homework

- Take the game designs you came up with and expand the details into the three areas we talked about.
 - Go play a game. No, really.
 - But think about all of these design aspects as you are playing it.
- 