

Computer Game Design & Development

Topic 2: Game Concept

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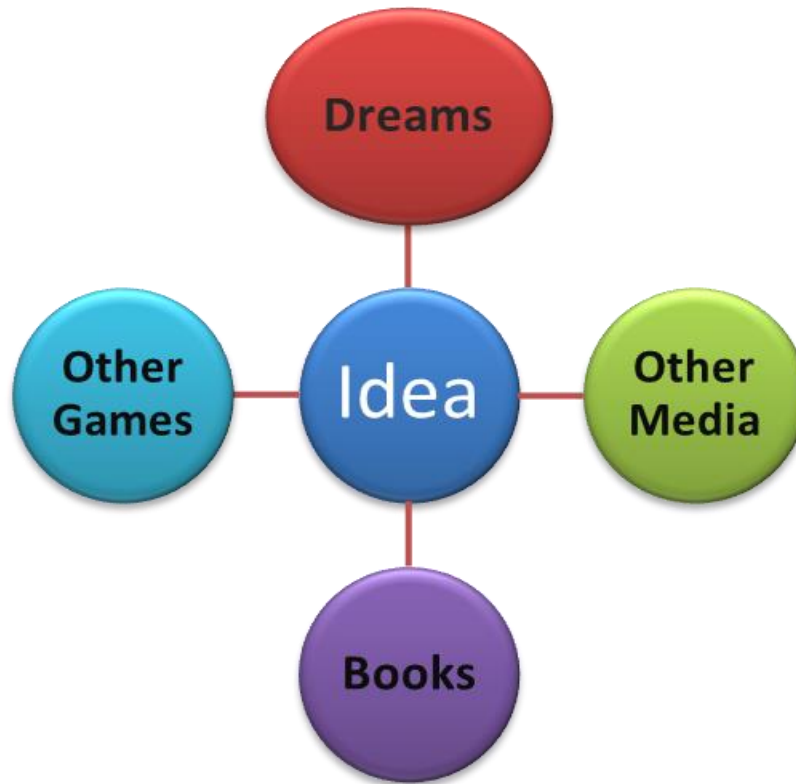


Objectives

- ✓ Convert **idea** into game concept
- ✓ Define **game concept**
- ✓ Learn the **player's role**
- ✓ Know the **game design team's roles**
- ✓ Know the type of **game design documentation**

The Game Idea

Where the ideas from?



Game Concept

Is a detailed game description potentially to be a commercial product (software) for people to buy.

Game Concept



Player's Role

- The context of how the player will do in the game worlds
- The player's role must be clearly defined to avoid any conceptual problems towards the game.
 - e.g. *Deadfall Adventures: Heart of Atlantis*
 - The player's role in this game is a famous adventurer and treasure hunter. The searching aim for the mythical Heart of Atlantis which then has put him into a journey around the world.

Sources: (<http://games.mxdwn.com/news/deadfall-adventures-heart-of-atlantis-comes-to-ps3/>)



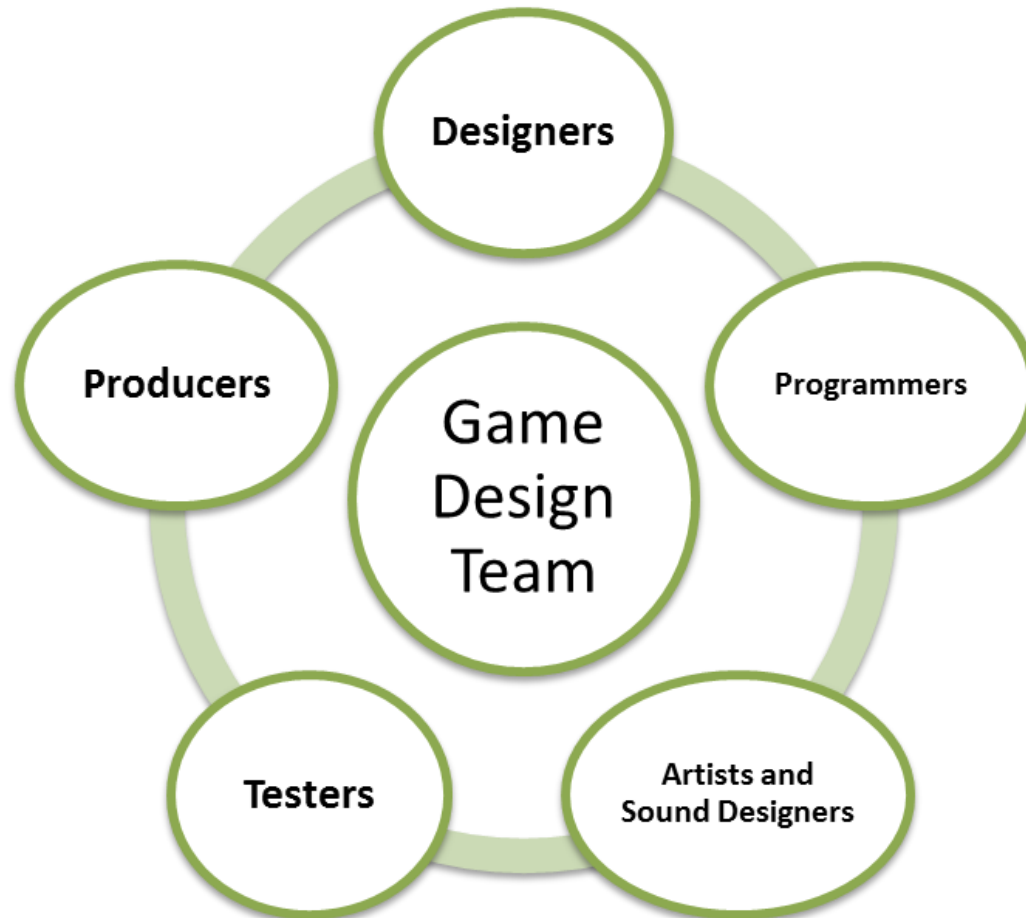
Primary Gameplay Mode

- Describe about the camera model, interaction model and general types of challenges the player will experience in one particular mode.



Game Design Teams

A game design team may include:



The Roles of Game Design Teams

- Designers
 - Interface design begins with functionality, which is determined by the game design.



The Roles of Game Design Teams

- Programmers
 - Incorporate the interface into the game
 - Involved in the finest details of the implementation
 - Works on the functionality of an interface
 - Can suggest interface enhancements

The Roles of Game Design Teams

- Artists
 - Create the interface visuals such as animation and visual effects
- Sound Designers
 - Create sound effects to match with the timing and aesthetic of the visuals.

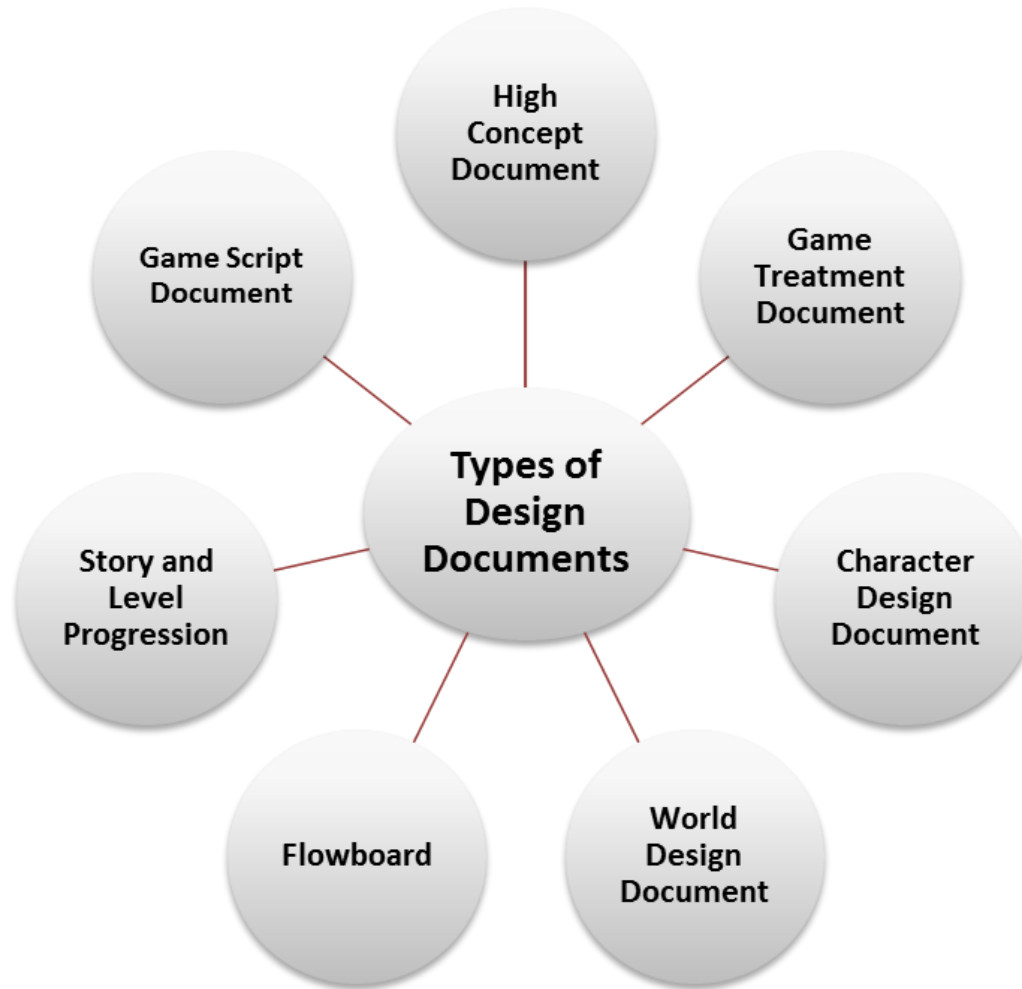
The Roles of Game Design Teams

- Testers
 - To test the game aspects such as the game system or functionality
 - To ensure the quality of the game
 - Finding bugs
 - Identify problems with the game interface
 - The game interface is crucial part since it is the most exposed game elements compared to others

The Roles of Game Design Teams

- Producers
 - Concern with schedules and budget
 - Coordinate matters across a project
 - Ensure smooth communication among team members
 - Responsible with marketing

The Game Design Documentation



Summary

- The game concept can be obtained from idea
- The ideas may come from media, books or dreams
- Player's role have to be defined clearly
- Game design teams include game designer, programmer, audio and sound designer and producer
- To develop a game project must include game design documentation

References

- Adam,E. (2010).Fundamentals of Game Design (2nd Edition).Pearson.
- Saunders, K.D. and Novak, J. (2013). Game Development Essentials-Game Interface Design. Cengage Learning.