

Game Design Process

EECS 494

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Drawn from a talk by Ernest Adams – 9/16/2003

Buy his book: “On Game Design” by Andrew
Rollings and Ernest Adams

Idea for a Game

- Most games begin with a single idea
- Idea can revolve around
 - A character [James Bond]
 - Gameplay/genre [A twitch FPS, a RTS game, ...]
 - A sport [Football, Baseball, Snowboarding, ...]
 - A story/quest/goal [A time-travel adventure]
 - A new technology [Motion capture of pro basketball players]
- Idea may be original, old, or hybrid
 - The Sims, Civilization, ...

Inspiration

- Make a game about a story you've written
- Mix existing ideas from other games
- Steal ideas (but not characters) from other media: books, movies, comics, ...
- Market research: surveys, focus groups, ...
- Take a current idea and do it better:
 - Better technology - graphics, sound, AI, ...
 - Better story
 - Different environment
- Brainstorm, throw out lots of ideas