Game Design

DESMA 3

Summer Institute 2011

Instructor: Jonathan Cecil

TA:

OBJECTIVES

In DESMA 3 students will be introduced to game design fundamentals by analyzing popular games, as well as learning the workflow required to develop an independent digital game. Students will learn about methods for storyboarding, character design and animation, as well as programming.

Students will create their games using Unity 3 as a game engine and Adobe Creative Suite for game asset creation. At the end of the class students will publish their game on the class website. Class may include a visit from a professional game developer or field trip.

CLASS SCHEDULE

Day 1:

- Course introduction
- Types of games
- Digital Game Archetypes
- Game Design Practices
- Storyboarding and setting the scene
- Work time – Three Game ideas with storyboards
- Introduction to the Unity environment

Day 2:

- Game Aesthetics
- Character and Scene Design
- Introduction to Photoshop and digital image formats
- Work time – Content creation
Day 3:
- Play and interactivity
- Introduction to Javascript
- Animating in Flash
- Work time – Importing game assets

Day 4:
- Troubleshooting
- Adding creative elements
- Work time – Assembling game behaviors

Day 5:
- Work time – Polishing the game
- Upload games to web
- Play games!
- Class critique

ADVANCED CLASS

The advanced class will build on skills learned during the first week but emphasize narrative in the game environment. Those students continuing their study in DESMA 3 for week 2 will have the opportunity to further develop and refine their game project from the previous week, or develop a new more ambitious concept.

Day 1:
- Storyboarding the narrative
- Work time – Two narratives with storyboards emphasizing mood and style

Day 2:
- Fictional settings
- Character development and motivation
- Work time – Content creation
Day 3:
- Plot and the unfolding of events
- Work time – Create goals for the game environment

Day 4:
- Bring the elements together
- Work time – Coding for balanced play

Day 5:
- Work time – Polishing the game
- Upload games to web
- Play games!
- Class critique

RECOMMENDED READING


or