

Game Mechanics

Spring 2016

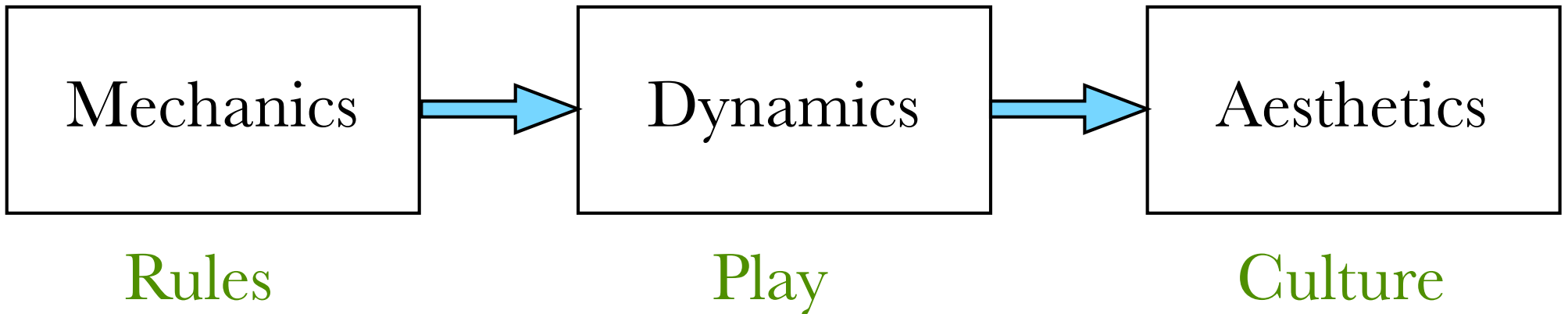
Albany IGDA at SUNY Global Game Jam 2016 Registration



<http://www.igda.org/blogpost/1322883/GGJ16-Albany-Site>

<http://www.cogsci.rpi.edu/~destem/gamemech/>

LeBlanc's MDA Framework





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CV: Essen Promo Cards \$5.00



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The Hotness

Games|People|Company

Nika

boardgamegeek.com

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- Role Playing
- Roll/Spin and
Move
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- Set Collection
- Simulation
- Simultaneous
Action
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- Singing
- Stock Holding
- Storytelling
- Take That
- Tile Placement
- Time Track
- Trading
- Trick-taking
- Variable Phase
Order
- Variable Player
Powers
- Voting
- Worker
Placement

Common Dynamics

- Be able to sum it up in two sentences
 - “This game is the experience of being..”
 - “This game simulates...”
 - *not* “This game is about...”

Territorial Acquisition

- Usually zero-sum
 - Only so much area to go around, and once it's gone, it's gone
 - Sometimes about controlling a particular area for a length of time conditional on other rules or game state
- *Risk, Carcassonne*, and many turn-based strategy games feature this core

Prediction

- Be at the right place at the right time
 - Many children's games, many carnival games
 - Guess what will happen, and you are rewarded for making an accurate prediction (often involves consideration of probability)
- Roulette, Rock-Paper-Scissors

Spatial Reasoning

- *Tetris* makes you think about how the active piece fits into the accumulation, but also how to build structures that would take maximum advantage of pieces that will (hopefully!) come soon
- Very common in board games, e.g. *Tic-Tac-Toe*, *Connect Four*, and *Pente*

Survival

- Our primary directive, so often a powerful dynamic
- However, a “lose condition” shouldn’t be confused with a core dynamic, so this is typically used as a support activity

Destruction

- Wreck everything in sight. It's spectacle, and you evoked it!

Building

- We're wired to make things – studies have shown that working with your hands can help alleviate depression
- Level characters, build cities, develop resources
- Most RPGs, *Caesar*, *SimCity*, *Settlers of Catan*

Collection

- We match similar items almost instinctively
– pattern-matching and categorization are two of our most prevalent brain functions
- CCGs, platformers, getting the most resources

Trading

- There can be cooperation, even among opponents
- Common with games that have multiple resources belonging to each player
- *Pit, Settlers of Catan, Pokémon, Animal Crossing*

Race to the End

- Faster is better! It signals mastery over a given skill
- Be the first to learn a new technology, or just get across the street
- Very common in children's games, and often the easiest to create and play

Design Challenge

- Design a game that explores a competitive “race to the end” dynamic
- Allows for 2-4 players, is about progressing on a path, getting from Point A to Point B, with the winner being the first player to get to Point B
- Your job is to figure out the theme, the game bits, and the mechanics

Suggestions

- Determine theme and goal
 - Where are the players going? Why are they going there? Use something that will allow players to interact with each other
- Design the space and the movement
 - How is the track discretized? Squares on a board? A set of cards/tiles? Is it fixed?
 - How will players move? Roll some dice? Can it be more interesting? How does it fit the theme?
- Identify player conflict
 - How can you interfere with an opponent's progress? How can you boost your own? What's the tradeoff involved?
- Playtest!
 - Every time you add a mechanic. Does it work as expected? Does it support the theme? How does it make the game more fun?

Homework

- 2-3 paragraph summary of your design progression, and where you would like to take this next
- PDF (*please*, .docx and I hate each other) submitted to LMS by Thursday at 4PM.