

CE810 - Game Design 2

Introduction

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An Overview

Learning Outcomes

1. Evaluate the mechanics of a game.
2. Explain gameplay elements in terms of game theory.
3. Describe the relationship of story and computer games.
4. Develop measures of player experience and apply them to optimise game parameters.
5. Evaluate the effects of game AI on player experience.

The Goal

To use **game playing agents (AI)** to help us test points in our **design space** to improve **player experience** in games

Bots - things that do what a player *might* do.

Games have many different parameters which can be tuned to produce different outcomes.

Main Topics

- Game Design Spaces
- Player Experience
- ~~General Video Game AI~~
- Game Design

Admin Stuff

Structure

- Two Weeks - here (Lab 5)
- sorry about the Macs...
- Module will be a mixture of lectures, labs and group work.

- Game Design Hack [30%]
 - Working game and brief description of how it works
 - List of parameters that could be modified
- Participation [20%]
- Player Experience Experiments [50%]
 - Final Presentation [10%]
 - Presentation itself (pptx or pdf)
 - Presentation given in week 2
 - Final Report [40%]
 - Game variants
 - Reports (pdf)

Full details on the module page.