# Brainstorming Results

# Game first, story last

- Major questions to answer:
  1. What is the game meant to do?
  2. What kind of game will it be?
  3. What will the game look like?
  4. What details are needed to make it all work?

# Game Mechanics

*with material from Cindy Poremba, OCAD U

# Defining Mechanics in MDA
## (MECHANICS, AESTHETICS, DYNAMICS DESIGN MODEL)



Hunike, Leblanc, & Zubek, 2007

# Driving Mechanic

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Studio Ghibli films:
*Hayao Miyazaki*

- Mechanics:
  - Driving, Collecting

*"Before any of the levels had been created Mr. Miyamoto had Mario running around and picking up objects in a small 'garden' which he uses in all his games to test gameplay elements. "A lot of the animation was actually in there before any of the game" explains Goddard. "Mario's movement is based on good physics, but you have bits on top that you plug in so you can do things you shouldn't be able to do. They spent a lot of time working on the swimming,* **it's harder than running to get the feeling right, they didn't want you to avoid the water, they wanted to make it an advantage and fun to dive in."**

*Giles Goddard on Super Mario 64*

# Feel of the gameplay (sensation) & Feelings evoked by gameplay

# Journey

*"We wanted to make an online game [that brought] an emotion that has never been done before in online games. If you look around at online games in the console market, it's pretty obvious that no other games give you this feeling of connection with each other, of understanding. **The goal was to create a game where people felt they are connected with each other**, to show the positive side of humanity in them. A lot of games today have a list of quests, places to go, items to collect and rewards to receive... We just ignore each other. So **in order to make players care about each other, we have to remove their power, and remove their tasks**."*

*Jenova Chen, re: Journey*

# Examining Mechanics

- Every activity has an action that is fun it itself.
  - Step #1: Try to identify the core mechanic from the elements that provide structure or enhancements to the mechanic.
  - Example: Angry Birds
    - Core fun elements:
      - Flinging birds
      - Knocking down structures
    - Enhancements:
      - Sound and visual effects
      - Story elements

Can't have a game without these parts

Helps the game, but doesn't make the game.

# Mechanics – Super Meat Boy
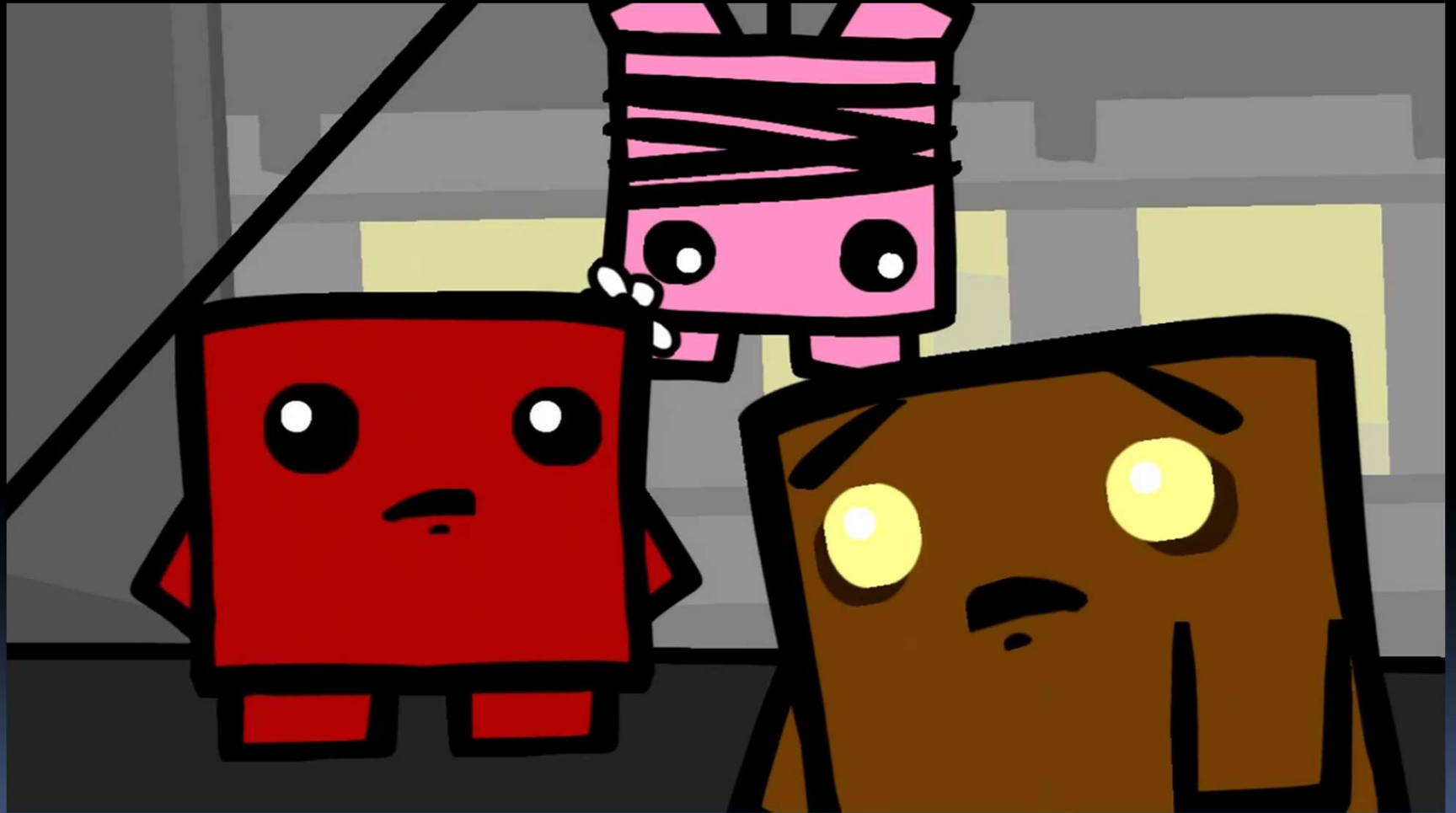
# Mechanics – Katamari Damancy

# Mechanics – Dear Esther

# Mechanics – Braid

# What is a Game Mechanic?

- Something fundamental that one plays with.

- Something that provides the player with a satisfying sensation.



- Something that lends itself to more extensive interactions.

# Making a mechanic

- For this exercise:
    - Theme or Subject

        **USES**

    - Mechanic

        **TO CREATE**

    - Feeling, Meaning or Value

# Exercise: Life is Strange

- *"Changing the past can sometimes lead to a devastating future"*

# Devising Game Ideas

# How We Form Groups

- Rules of the game:
  - Form groups of two. If the class has an odd number of people, somebody can form a group of one.
  - Whoever proposed an idea gets to work on that idea (if they want).
  - If more than two people want to work on a single idea, the person who came up with the idea decides who is best suited to work on it, after each person presents their case.