

Lab 03 – Breakdown & Brainstorming

Návrh a vývoj počítačových hier

Tvorba a dizajn počítačových hier

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Task 1 – 30min (Breakdown)

Work in your assembled team

1. Break your game idea down into individual mechanics – **make a list!**
2. Split the mechanics between the team
 - a. Each one of you gets a few mechanics to process

With each mechanic, do the following

1. What **motivation(s)** does this mechanic drive?
2. Would the game function without it?
 - a. If so, what would change?
 - b. If not, write down why is it crucial for the game

Move to task 2 if you don't have a game idea yet

GAMER MOTIVATION MODEL



Action “Boom!”	Social “Let’s Play Together”	Mastery “Let Me Think”	Achievement “I Want More”	Immersion “Once Upon a Time”	Creativity “What If?”
Destruction Guns. Explosives. Chaos. Mayhem.	Competition Duels. Matches. High on Ranking.	Challenge Practice. High Difficulty. Challenges.	Completion Get All Collectibles. Complete All Missions.	Fantasy Being someone else, somewhere else.	Design Expression. Customization.
Excitement Fast-Paced. Action. Surprises. Thrills.	Community Being on Team. Chatting. Interacting.	Strategy Thinking Ahead. Making Decisions.	Power Powerful Character. Powerful Equipment.	Story Elaborate plots. Interesting characters.	Discovery Explore. Tinker. Experiment.

Task 2 - 30min (Brainstorming)

1. Brainstorm ideas for your game (or a new game if you don't have one)
2. The goal is to have **AS MANY DIFFERENT IDEAS AS POSSIBLE**
3. Once you explain your idea, write it down and move on
 - a. Avoid analyzing ideas in detail
 - b. The crazier ideas the better
4. **Output should be a long list of ideas**

Do not evaluate ideas at this stage – just ask for more details if not clear

~~“This wouldn't work”~~

~~“This is amazing, let's do this”~~

Having trouble?

Add constraints!

Constraints

Examples

1. How could we make this other mechanic fun?
2. What limitations could we add?
3. What would look good in a video?
4. What would be very unique?
5. What would completely break the game?

Got stuck?

Add/change constraints: one of the above, genre, art style

Task 3 - 40min (Evaluating)

1. Go over the idea list you assembled
2. **Evaluate each idea**
 - a. Does it support the fantasy we want?
 - b. Does it work as a fun mechanic?
 - c. Could this be used as a selling point?

Result should be:

- X mechanics that **should be** in the game + reasoning
- Y mechanics that **don't belong** in the game + reasoning
- Keep the lists - they will help when writing the GDD