Welcome to Game Mod Workshop!

What will you do in this class?
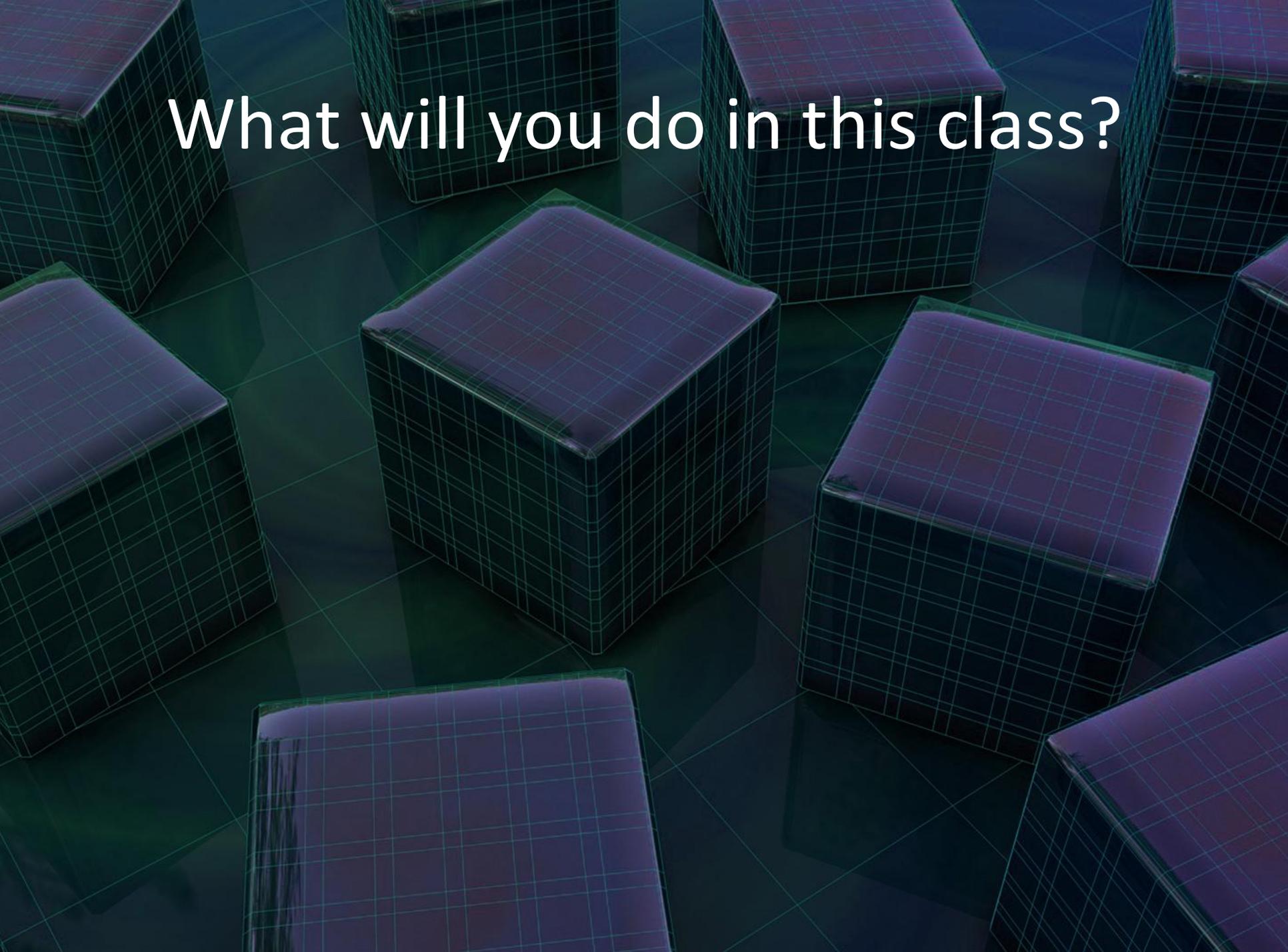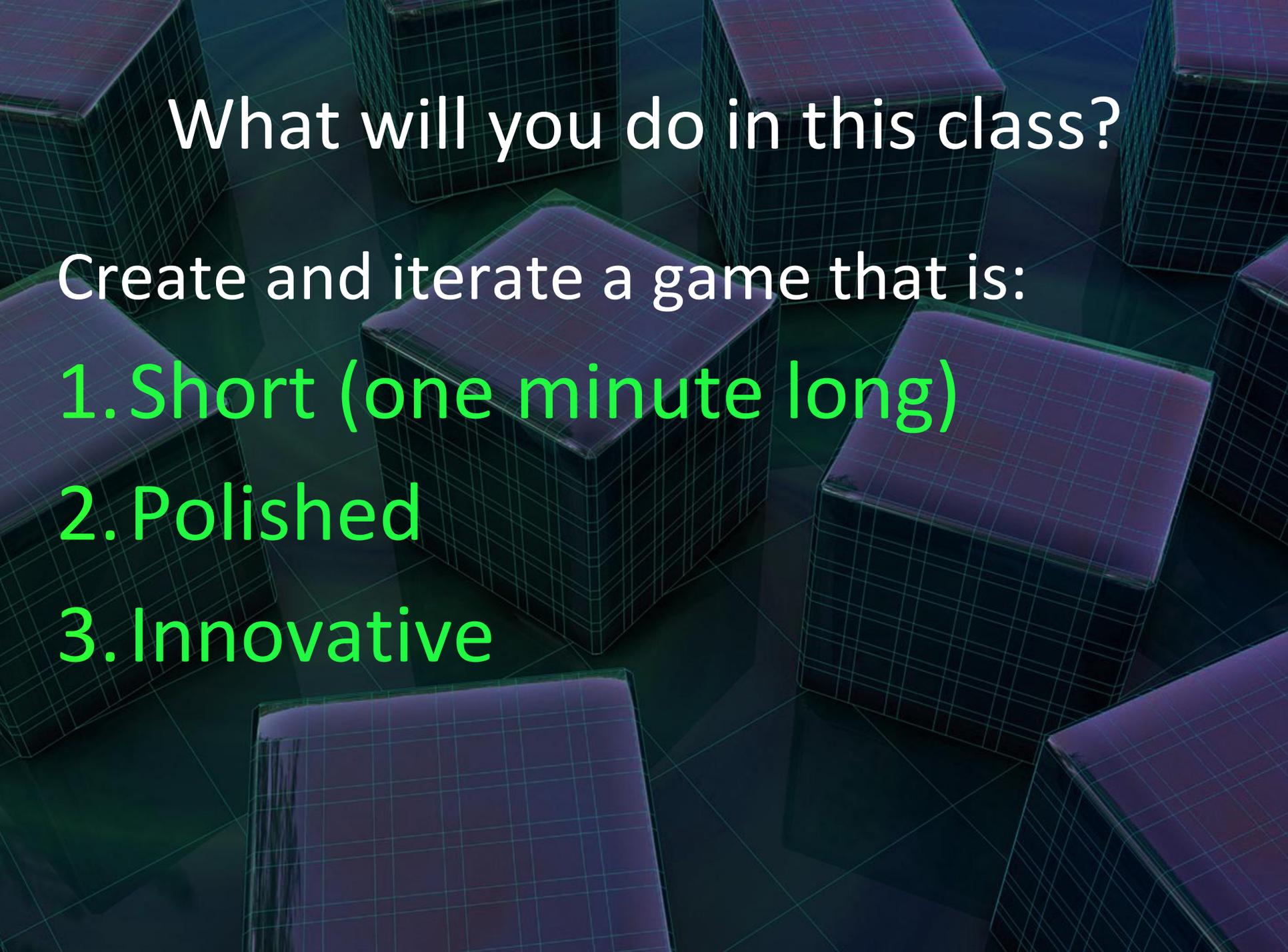
What will you do in this class?

Create and iterate a game that is:

1. Short (one minute long)
2. Polished
3. Innovative

Shoot for

1 Minute of Awesome Gameplay

Pick your goal for this class

1. Win game festivals

2. Create a commercial indie success

3. Show game in an art gallery

4. ~~Land your dream job~~ (goal too small)

How will you make your games?

- Form **teams** of 1-5 students
  - that will last the entire quarter
- Use **Unity** as the game engine
- Use **Perforce** as version control
- Use **Discord** for constant communication

How will you make **GOOD** games?

- **You must** check in with team at least twice a day on Discord. For example, you could post:
  - some new thing you made / changed in the game
  - a comment on a teammate's post
- **You must** meet or work together as a team at least twice a week OUTSIDE of class

How will you make **GOOD** games?

- Constantly think about what YOU could do to improve your game and then run it by your team before you do it.

- Never wait to be told what to do. Constantly ask team what is needed and be proactive.

How will you make **GOOD** games?

- Put in 20-30 hours a week on your games.
- Seek and use **DAILY** feedback on your work
  - Get it from anyone on Discord, playtesters, roommates, anyone who'll be honest and critical
- **RAPIDLY** iterate your art, design, code, audio

How will you make **GOOD** games?

- Designers should spend 80% of their time **WORKING IN ENGINE** either programming, iterating on parameter settings, playing with timing, scale of objects, blocking layouts, etc.

- Programmers and Artists if your designers are not spending a ton of time in engine remind them to. If they still don't tell me so I can help.

How will you make **GOOD** games?

- Your games must use only 1 or 2 buttons as input.

- No mouse or game controller controls

- I'm tired of Game Mod Workshop games sucking. They ALWAYS suck because students go way over scope and never finish early enough to polish their games. Limiting your games to 1 or 2 buttons will allow polish

Unity is super flexible

- Can do 2D, 3D and any game genre basically
- Good for games of movement or action:
  - hit, shoot, slap, slide, flap, a new thing you invent
- Do not make a game in these genres because you wont complete and polish it in a quarter:
  - adventure
  - role-playing
  - strategy
  - puzzle

Invent a cool **new mechanic** and build your game up around that
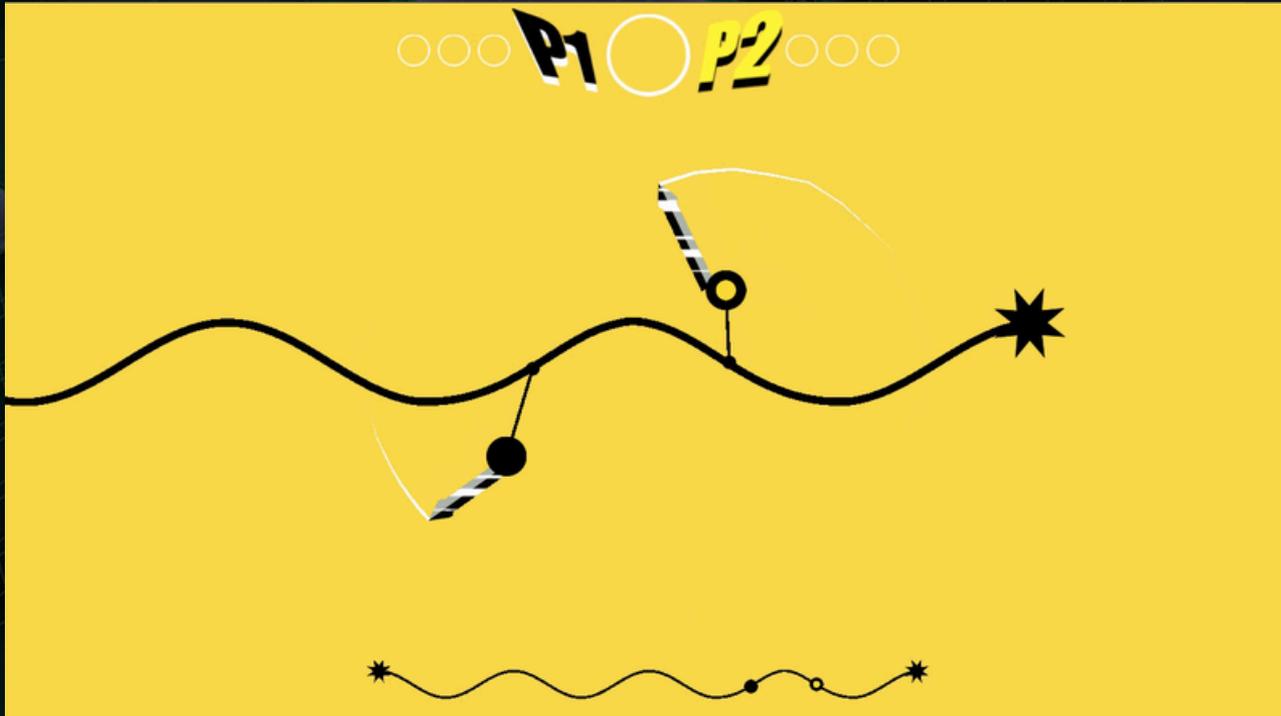
PSHNGGG!

Created in several days during the "train jam" by DePaul student Chris Wade other folks. Shown at the Game Developers Conference in 2015
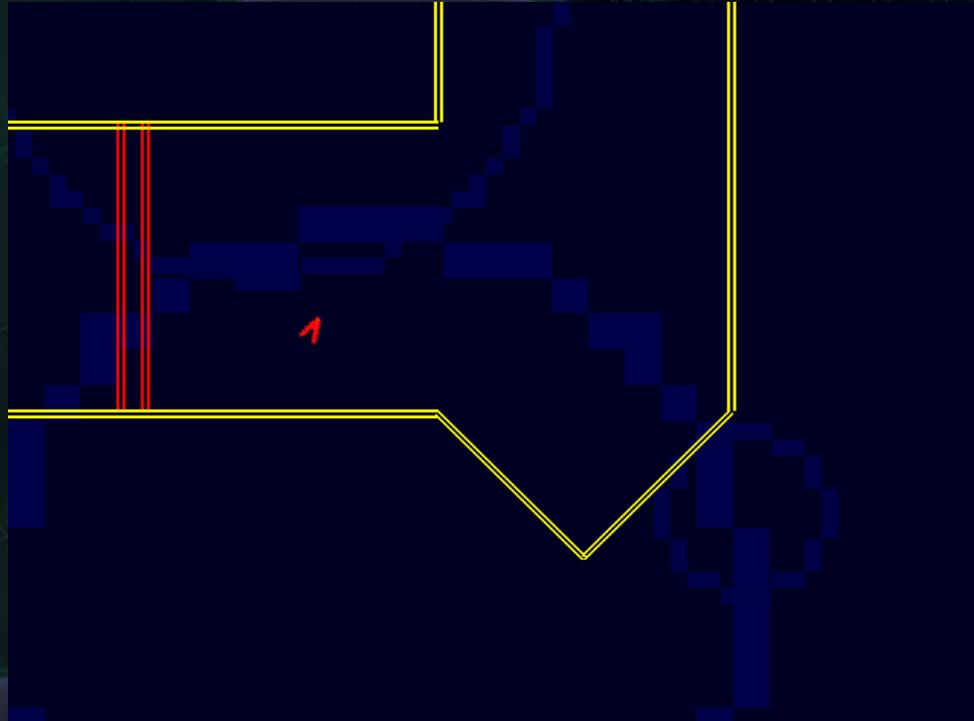
Invent a cool **new mechanic** and build your game up around that

OmniBus

Created by DePaul students Amir Badri and Jeremy Crockett in about a quarter. Shown at Bit Bash and Boston Festival of Indie Games. Kickstarter still going with +$5,000

Invent a cool **new mechanic** and build your game up around that

Flywrench (not a DePaul game)

A frenetic action game from the makers of Nidhogg about piloting an aerobatic ship through the depths of space.

… or create a festival-worthy art game
less about action and more about experience

Innovative minimal input games

- [Get on Top by Bennett Foddy](#)

- [Soccer Physics by Otto-Ville Ojala](#)

- [Super Hexagon by Terry Cavanagh](#)

- [Gamma IV by Cactus](#)

- [Pancake by Philipp Stollenmayer](#)

- [Line Wobbler by Robin Baumgarten](#)

Innovative minimal input games

- [AtomWorks by Martian Made Games](#)

- [Incredipede](#) or [How to be a Tree](#)

- [Punch the Custard by George Buckenham](#)

- [Realistic Kissing Simulator by Jimmy Andrews and Loren Schmidt](#)

- [Hit Me by Kaho Abe](#)

Before the next class each of you will have to **BRAINSTORM** game ideas by yourself and then **PITCH** your best idea to your team
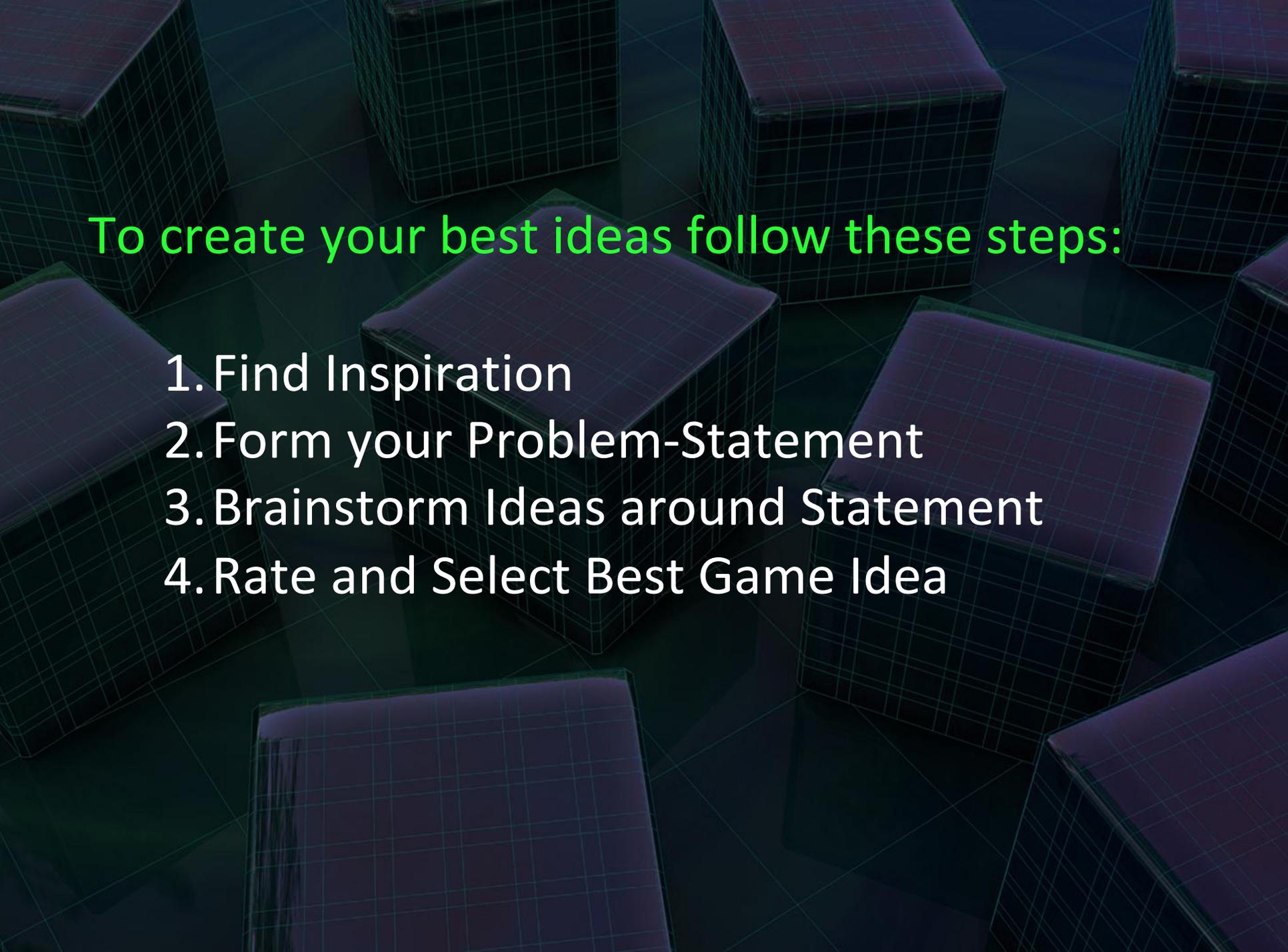
To create your best ideas follow these steps:

1. Find Inspiration
2. Form your Problem-Statement
3. Brainstorm Ideas around Statement
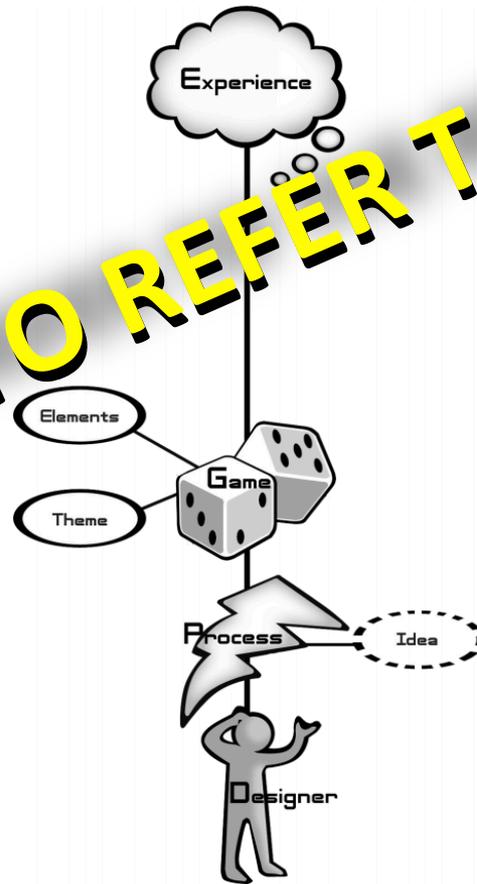4. Rate and Select Best Game Idea

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YOU NEED TO REFER TO THE READING

CHAPTER SIX

The Game Begins
with an *Idea*

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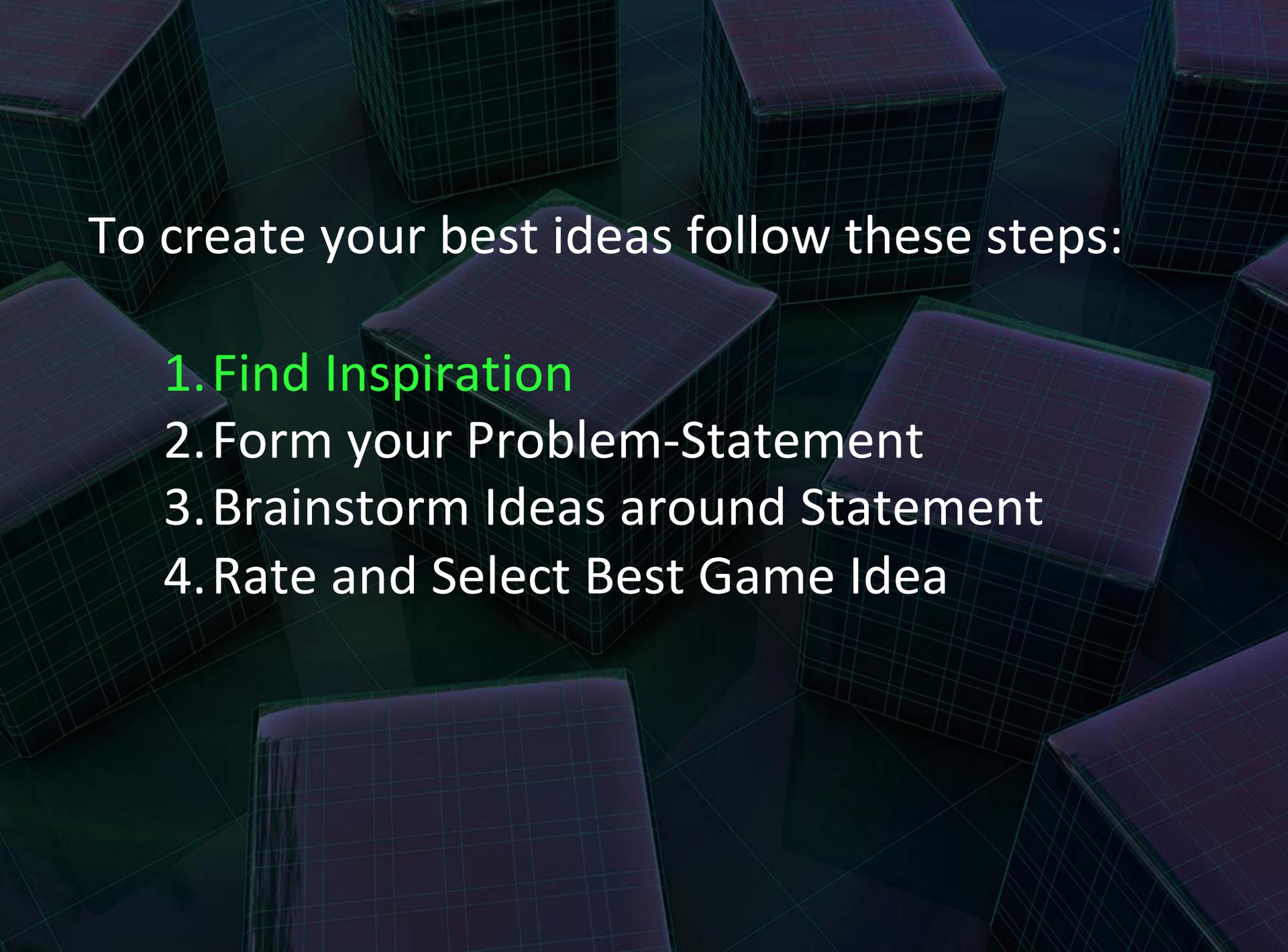3. Brainstorm Ideas around Statement
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Be inspired by something.

What are some things that inspire you?

The more unusual and unique the better.

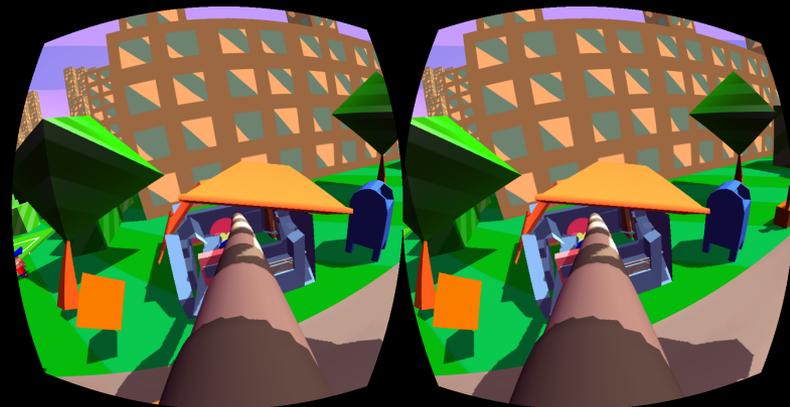Even hate can be inspiring! ☺

Be inspired by something…

Dumpy: Going Elephants (VR Game)

- Inspired by how bad VR games were on the Oculus Rift
- Game won awards, $5,000, shown internationally
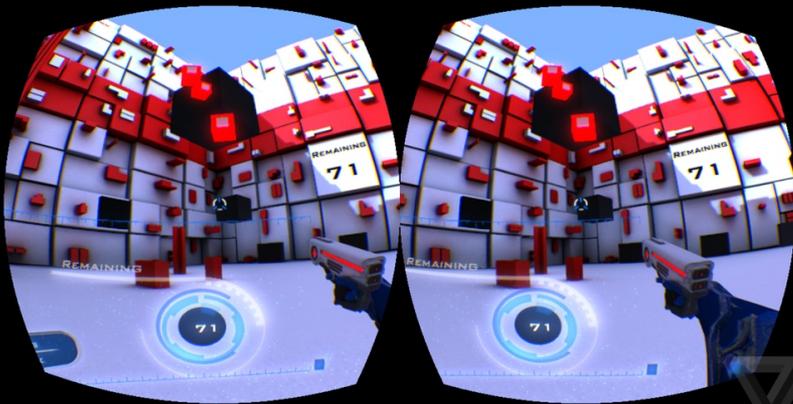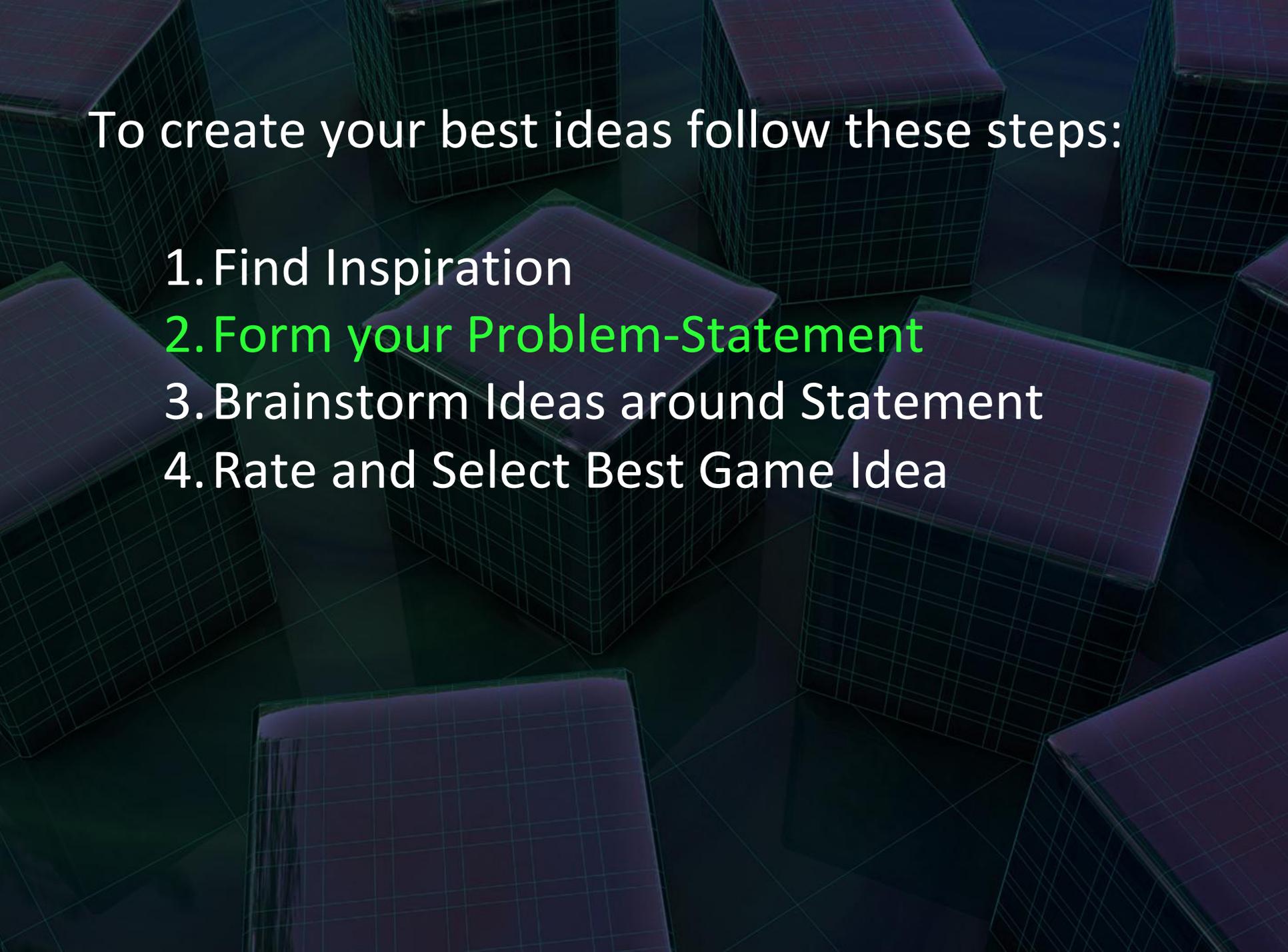
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Inspiration Leads to a Problem Statement.

How can a game…

- use head rotation in VR as easy & novel mechanic?

- blend spinning tops + lightning in a cool way?

- feel like a Surrealist painting?

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Before Brainstorms

- Feed your unconscious mind beforehand
  - Do something you **LOVE TO DO** like eat chocolate, tacos, sleep in, run, or whatever
  - Do something you **NEVER DO** like zone out to techno, walk in woods, eat Ethiopian food, etc.

Before Brainstorms

- Find a suitable place to brainstorm
  - away from too much distraction
- Relax and turn your critical mind off.
  - don't criticize yourself or your ideas

During Brainstorms

- Stick to one-liners to describe ideas
- Focus ideas around your problem-statement

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    1. Player is elephant with floppy trunk sticking out of face he swings around to destroy cartoon city.
    2. Player has sleep paralysis and must look at demons around bed to stop world from collapsing into hell.

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    1. Player is elephant with floppy trunk sticking out of face he swings around to destroy cartoon city.
    2. Player has sleep paralysis and must look at demons around bed to stop world from collapsing into hell.
    3. Player moves head to swim like a space salmon.

During Brainstorms

- Stick to one-liners to describe ideas
- Focus ideas around your problem-statement:
  - How can a VR game on the Oculus Rift only use head rotation as an easy & novel mechanic?
    1. Player is elephant with floppy trunk sticking out of face he swings around to destroy cartoon city.
    2. Player has sleep paralysis and must look at demons around bed to stop world from collapsing into hell.
    3. Player moves head to swim like a space salmon.
    4. Other ideas?

During Brainstorms

1. Do NOT weigh or consider the value of your ideas they arise!
   - just write each idea down quickly
   - If you get stuck take a silent 5 minute break to clear your mind and stress
2. Go for quantity over quality
   - Number your ideas as you go
   - Come up with at 40-100 different ideas. Yes 100.
3. If feeling really blocked go back to step one and find new inspiration
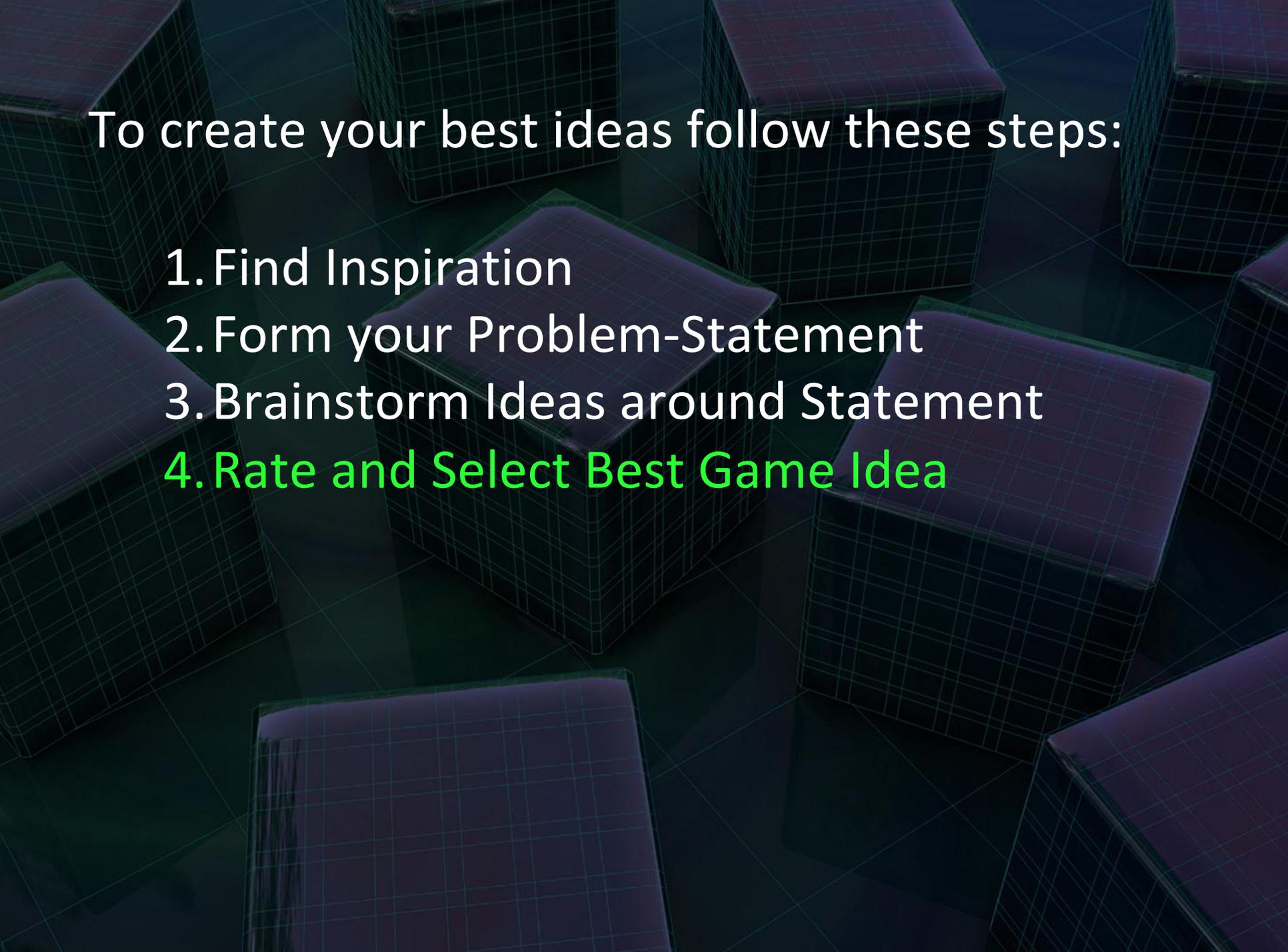
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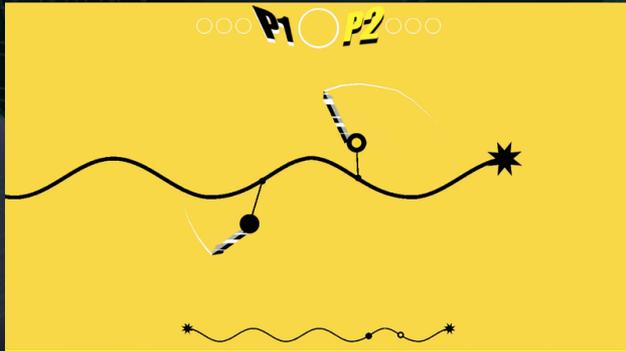4. Rate and Select Best Game Idea

After Brainstorms

1. Turn your critical mind back on

After Brainstorms

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2. Rate each idea from 1-5 by how **EASY** the game would be to develop.
    – Consider its needs in art, programming, audio

Pick a game easy to prototype

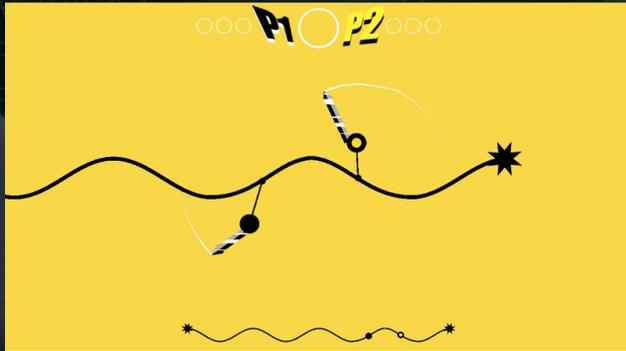5 (super easy)

5 (super easy)

5 (super easy)

5 (super easy)

Pick an art style easy to polish
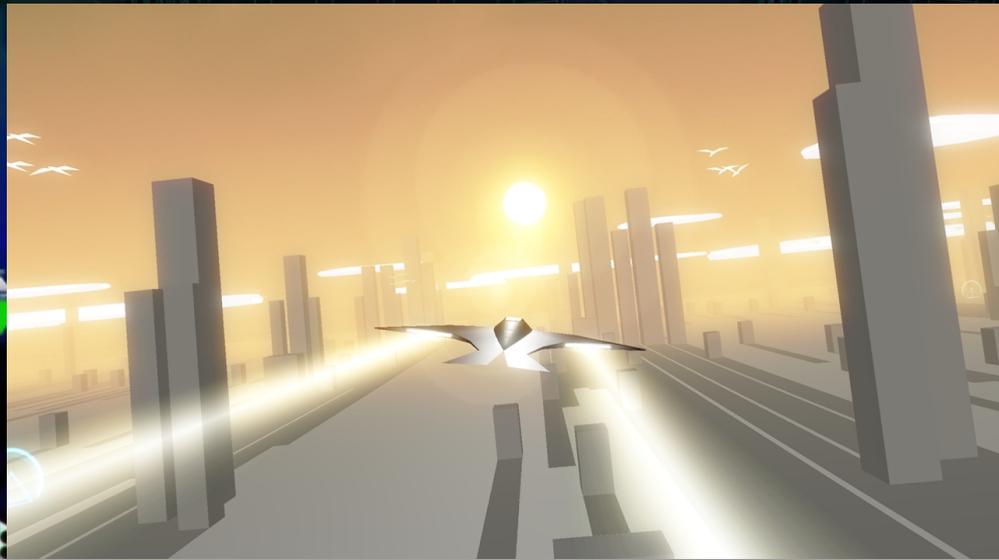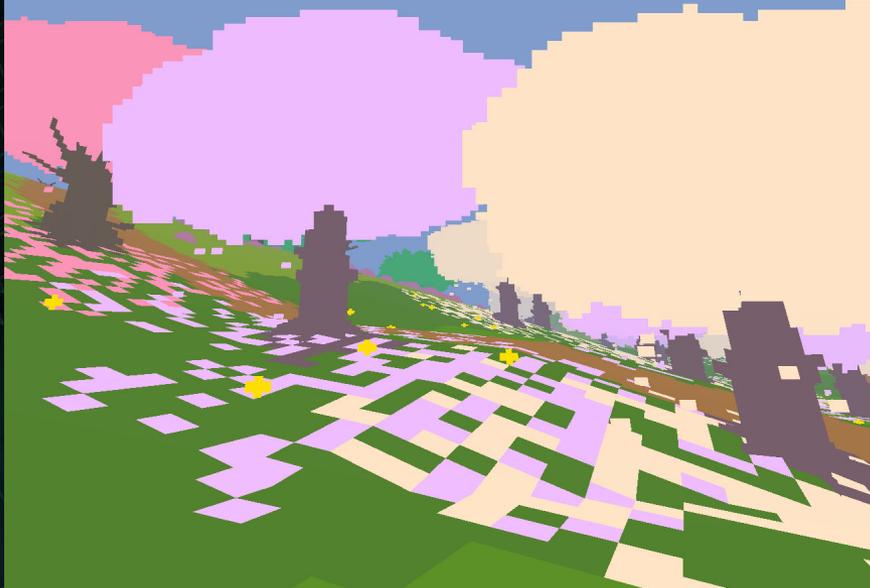

4 (pretty easy if tech artist)

5 (super easy)

5 (super easy)

5 (super easy)

How to make 3D easy to polish

Do not pick anything even semi-realistic!

1 (very difficult)

1 (very difficult)

1 (very difficult)

If your idea has humans make them super simple
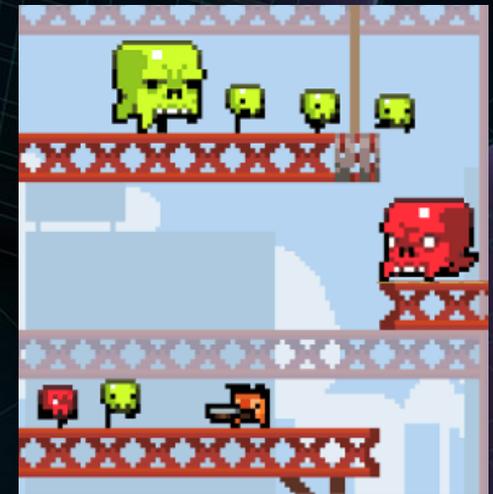

5 (super easy)

4 (pretty easy)

4 (pretty easy)

4 (pretty easy)

4 (pretty easy)

If you want to do semi-realistic, then only pick simple content like fruit, eyeballs, boxes, etc.

2 (pretty hard)

After Brainstorms

1. Turn your critical mind back on
2. Rate each idea from 1-5 by how **EASY** the game would be to develop.
   – Consider its needs in art, programming, audio.
3. Rate each idea from 1-5 by how **INNOVATIVE** and appealing the game would be
   – What kind of game would most stand out in the commercial market and/or in game festivals?

Pick a game design that's innovative

5 ("brutal casual" one button)

5 (game goal was to fit in at Burning Man)

5 (Nidhogg+Pivvot mashed together)

5 (autobio on transgender)

After Brainstorms

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3. Rate each idea from 1-5 by how **INNOVATIVE** and appealing the game would be
   - What kind of game would most stand out in the commercial market and/or in game festivals?
4. Pitch your highest rated idea to teammates (score of 10 is max, 5 easy + 5 innovative).

Reviewing what is Due before next class:

1. <u>Individuals</u> brainstorm, coming up with 40-100 ideas

2. <u>Individuals</u> evaluate which of their 40-100 ideas are best using the 1-5 scoring method for easy/innovative

3. <u>Teams</u> meet and discuss everyone's best ideas. Don't pick your ideas yet! Just discuss what's interesting.

4. Then teams brainstorm together around all the ideas pitched. Improve upon them in real-time so they would be <u>easier to make</u> and as <u>innovative as possible</u>.

Any questions so far?

Think BIG

Don't wish just to land a job in the game industry.

Imagine being an industry LEADER someday.

Recipe for Success

- Be open
  - Be professional. Treat everyone well.
  - There are no stupid questions. Ask away.
- **GOOGLE SOLUTIONS AND REFERENCES**
  - To solve problems, search like crazy for solutions.
- Hunger for critical feedback from everyone.
  - It's the easiest way to make EXCEPTIONAL work.
- Be a vibrant member of the class & your team.
  - Continually participate and communicate.

Class Website

www.GameModWorkshop.com