

# Game Design



# Why Learn About Game Design?

There are so many career options in game design.  
Lots of special skills are needed to create just one game.  
As many as 1000 people can work on creating one game.



# Programmers

Programmers build the game by creating different codes for different parts of the game. For every thing a character or setting does in a game, a programmer will have created a special code.

For example, a programmer will have created a code that allows a football player to kick the ball when you press a certain button.



# Game Designers

Game designers work on ideas for games, how the game will work and the rules of the game.



# Game Artists and Animators

Game artists draw all the characters and settings in the game and the animators make them move.

Most settings and characters you see in a game have been hand-drawn or drawn on the computer.



# Graphic Designers

Graphic designers make everything look good.

They will ensure that any pictures or text look good together and fit the theme of the game.



# Other Careers in Game Design

There are many other careers in game design. Here are some of them:

Producers

Writers

Game Testers  
– yes, this is a real job!

Sound designers

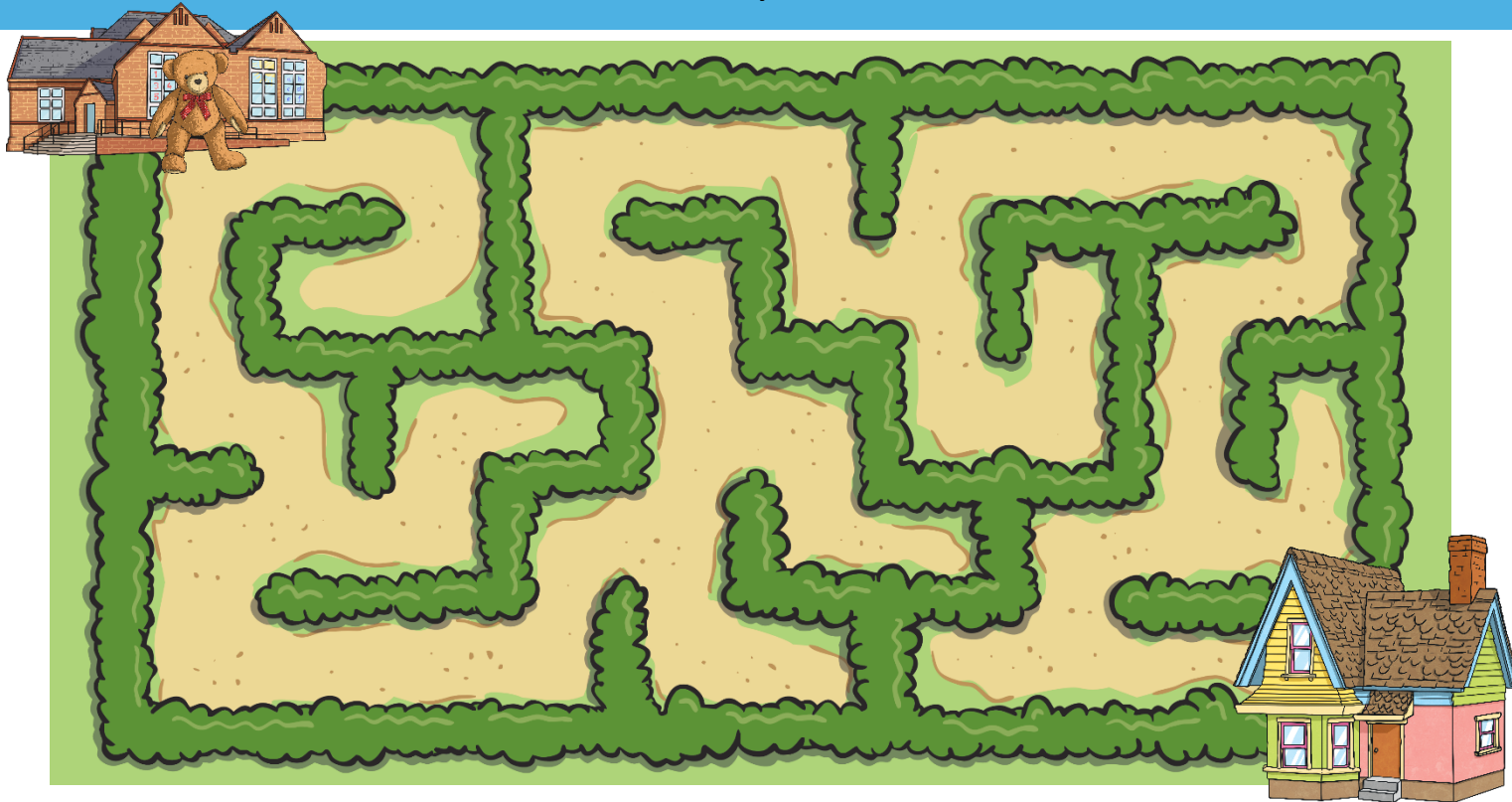
GUI (Graphic User Interface) designers

Composers



# What Makes a Game?

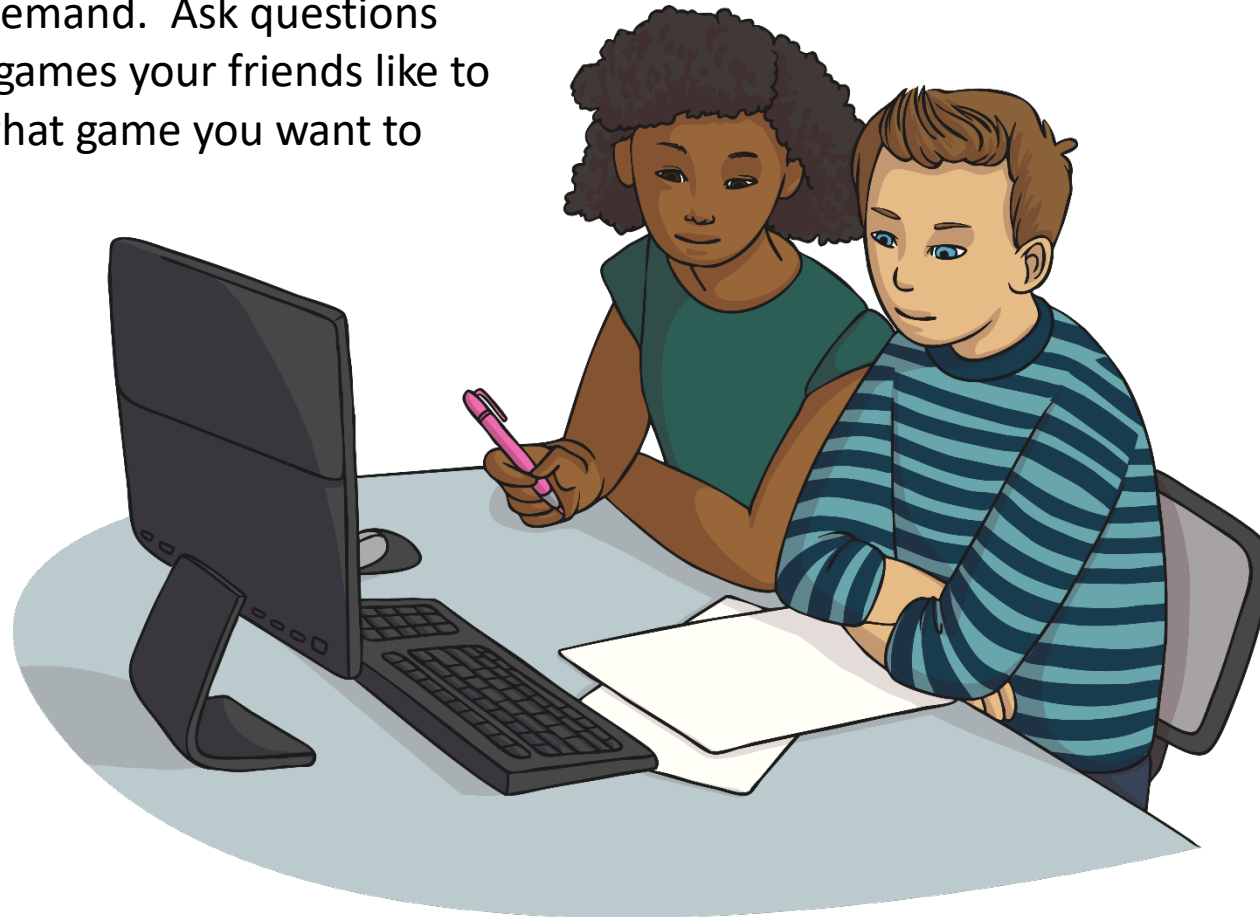
A game is “play” with rules.  
Games often have an end goal or lots of little goals.  
Games can be abstract or closer to reality.





# Designing a Game: Market Research

This is where you discover what types of games are in high demand. Ask questions about the types of games your friends like to play to decide on what game you want to create.



# Computer Games

Computer games normally have a story.

In game design, the word story has a fancy word. It is called a narrative.

There are different types of narrative.

Embedded  
narrative

'Emergent'  
narrative

Narrative elements

Let's find out what these different types of narrative mean.

# Narrative

## **Embedded Narrative**

This is where you cannot change the story or the result of the game that you are playing.

## **'Emergent' Narrative**

This is where you can change the story as you play the game. You might have control over certain parts of the game and your actions affect the outcome.

## **Narrative Elements**

This is where there may not be much of a story and is normally a quiz/puzzle type of game.

What type of narrative do the games you like playing have?

# Choosing a Setting for Your Game

When designing a setting, consider the following questions:

Will it be set in the real world?

Will it be an imaginary setting?

A different time period?



# Characters

When considering characters, think about the following questions:



Will the player be the character?

Will you have characters to choose from?

Will there be a hero or a heroine?

What enemy characters will you include?

# Other Features

Here are some other features that you will need to consider when designing your game:

maps or level designs

backgrounds

a board game

storyboards

music / sound effects

puzzle designs

character designs