

EXERCISE 3: GAMEPLAY IS EVERYTHING

ASSIGNMENT

Develop a concept for a real-time console game. The target audience must be specified and is not allowed to be the usual males 13 to 30. You need to be able to describe the overall game architecture, how the primary gameplay mechanics (see below) are used as well as the game's theme. All player activities and as many other parameters as possible have to originate in one or several of the chosen gameplay mechanics.

Choose three of the following gameplay mechanics and use them as a foundation for your gameplay. Do not use the ones you have not chosen.



Player distributed rewards and penalties

That one or more players control the process of distributing between several players the rewards for completing, or the penalties for failing, a goal.

Examples: Junta, Dragon's gold



Indirect control

Game elements whose actions players can affect through other game elements.

Examples: Snooker, Sleepwalker, Carolus Magnus



Social dilemmas

The players tend to compete against each other even though cooperation would be beneficial for all players involved.

Examples: Prisoner's dilemma



Leap of faith

Making an action without any guaranteed, or visible, chance of success.

Examples: Ghost 'n' Goblins, Intrigue



Delayed effects

The effects of actions and events in games do not occur directly after the actions or events have started.

Examples: Doom, Lemmings

GOALS AND DEMANDS

To practice refining gameplay so that a game is focused on just a few gameplay mechanics. To bring awareness to the problems associated with combining gameplay mechanics and to show how a gameplay mechanic can be used in many ways and for different purposes in a game.

To receive a passing grade for the assignment, you must document your result by filling in the backside of this paper and presenting it to one of the teachers.

RESULTS

PARTICIPANTS

CHOSEN GAMEPLAY MECHANICS

- Indirect control
- Social dilemmas
- Leap of faith
- Delayed effects
- Player distributed rewards and penalties

DESCRIPTION OF THE GAME