

What makes a good game?

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Playability: (Some games make you want to play them time and again)

Characters: the player controlled, or the player need to defeated.

Objects: coins, food, keys.

Mechanics: running, jumping, flying, capturing objects, casting spells, using weapons.

Goals: score? Reach a place?

Controls: keyboards or mice ,joysticks, motion sensors.

World: stages, wall and boundaries

Difficult level: when reach a goal, make it more challenge.

Atmosphere:

Telling stories: background story.

Sound: music and sound effect.

What next: fear or surprise.

Speed: Faster, faster?

Color Scheme: different color make player feel different.

Graphics: graphic is eye-candy

Types of games:

Traditional: game of card, chess, board games

Racing: cars. Need of speed.

Sandbox: Minecraft

Role-playing : dungeons, dragon and Castles, Diablo

Combat: street fight.

Strategy: zoo, c&c, StarCraft, Warcraft

Simulator: digital pets

Sport: NBA, tennis

Music and dance: Just dance.

Puzzle: find the path

Student Project:

Plan the game you want to create,

List the all the items in "Playability" category.

List each of them what's the move, control, and interact with player and other objects.

Start do it.

Share it on the MLCCC2016 scratch studio.