CMS.608 / CMS.864 Game Design
Spring 2008

CMS.608 – 15 April 2008
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Digital Games

- what did you lean from the robot game exercise?
  - it's hard to create a balanced AI
  - it's hard to make a non-obviously broken game
- why do we play games on computers?
  - (this is console and computer games)
  - multifunctional, multiple interfaces
  - general purpose
  - adaptable
  - powerful
- what does a computer do?
  - playing a game of chess vs. writing a good novel
  - defined rules and goals
    - writing a novel is an undefined process
  - rules are algorithms
- what can digital games do that board games can't?
  - neutral rule enforcement
  - multi/single player flexibility
  - keep track of complex systems
  - more emergent
  - not tied to physical reality
- why are board games much more abstract than digital games?
  - processing power allows for more complex systems of fiction
  - when you understand the system and rules, it's hard to hold onto the fiction
  - production values
- what can board games do that digital games can't?
  - physical, tangible fun
  - more immediate social interactions
  - more modifications, cheating, flexibility
  - less abstract interface
- 400 Project
  - for game design
- Exercise: apply the "400" rules to your game
  - it's useful! But don't take it too seriously