

What Makes a Delicious Game

Key Ingredients and Special Spices for the Sacher Cake among Games

To prepare this delicious cake, we need:

1. Corpus of the cake -
Game Core

Game Core

- ❖ Well-functioning game logic is a must!
- ❖ Stick to clear game rules.
- ❖ Plan ahead - prepare code for future additional levels, features, ...
- ❖ Do not mix concerns - core is the main building block that holds everything together, graphics and visuals belong elsewhere (cake corpus and icing also aren't mixed together).



To prepare this delicious cake, we need:

2. Tasty Filling - Game Controls

Game Controls

- ❖ Think about several ways of player's interaction with the game - test them and choose the best.
- ❖ Explain game controls at the beginning, during the game or on demand. However, player should be able to find game controls description any time she/he needs.
- ❖ Think about **User eXperience**



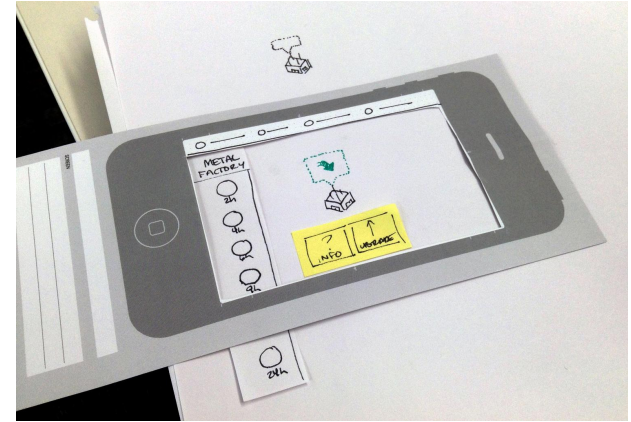
Graphics

Console UI has limited possibilities, but graphical UI is easier to mess up..



Graphics

- ❖ Prefer **simplicity** over **garishness**
- ❖ Use prototyping - sketch, draw, visualise, ...
- ❖ Choose proper color palette
 - <https://color.adobe.com/create/color-wheel/>,
 - <http://www.colourlovers.com/>, <http://design-seeds.com/search>
 - <http://www.colourpod.com/>, <http://www.colorcombos.com/>
- ❖ Keep the UI consistent - stick with one style



Special Ingredients?

- ❖ tell a story throughout the game
 - ❖ implement evolving game difficulty
 - ❖ add a moment of surprise
 - ❖ make player identify with the character she/he is playing for
 - ❖ include elements of novelty after several levels
 - ❖ let player discover hidden special features/fields/treasures/awards...
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At first it's hard...



Energia aktualizovana: 50



...but practice makes perfect!

