CMS.608 / CMS.864 Game Design
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Game History and Types of Fun

– In the past game history has consisted of lists of game platforms basically
  – boring!
– And then there's this elusive idea of "fun"
  – the rules don't actually describe the kind of experience
  – there are different types of fun
– The developers and players have very different perspectives (like Course 6 vs. CMS!)
  from the system vs. from the aesthetics.

Game history as incremental evolution
– Let's examine matching tile games
  – looked down upon in the game industry, even in casual games
  – but so popular!
– First came Bejeweled, then lots of clones
– Then Jewel Quest – moderate innovation
  – match on every tile
– 7 Wonders
  – pass "cornerstones" through the playing field
– Da Vinci Code
  – clear a path
– The family tree is quite complex! (SEE FAMILY TREE)
– There's a limit to how complex/difficult a casual game can get
  – the casual game audience has less patience for a steep learning curve or
    complicated instructions
– Comparative game history
  – Same Game vs. Tetris (the two "roots" of match-3 games)
– What's still missing from the tree?
  – 3D, competitive, innovations after 2005
– How do you determine what came first and what influenced what?
  – Example: Zuma, Puzzle Loop, Luxor, clones
– Developers want to be original, but players think of all games as versions of each
  other
– Should games be <u>innovative</u> or <u>familiar</u>?
  – A mix?
  – One new thing at a time?
  – There have been very successful games that were entirely new concepts
    – Katamari, Sims
– EXERCISE: make a game evolution tree

– Fun vs. system
  – Does knowing that Tetris is NP-complete tell us anything useful?
– What is a game?

- The system, the machinery, or the emotions?
- The MDA framework doesn't hold for card/board games etc. where the players must understand the mechanics first.
- Maybe your design goals should be aesthetic?
  - "I want the game to make the player feel..."
  - there are many unpredictable types of fun!
- How do you make a player cry? (not through frustration!)
  - emotional development over time and effort
  - expectations for emotional involvement