Manifesto Games

Game Design Process

Overview

• Concept
• **DATA ACCUMULATION**
• System Analysis
• Preliminary Path
• Testing and Feedback
• Revised Path
• Playtest and Feedback
Questions to be asked

• Which is more important, the accuracy of the system/vehicle simulated or the experience perceived by user?
• What can be pre-rendered (graphics) and pre-modeled (physics)?
• What effects are “chained probabilities?”
• What needs to be visible to the user and what needs to be transparent?
• The Sid Meier question: What are the trade-offs between realism and fun?

Potential Problems

• How too much realism destroyed the market for Grand Prix Legends
• My personal sabotage of SimCity 2000
• How Red Storm Rising was too easy
Caution

When working with real-world data, be certain it can be conveyed in visual, textual, tactile or aural form.

Misinterpretation?

Since data can be misinterpreted, determine in advance HOW the gamer will do so. Then, “reward” the misinterpretation.
Reverse GIGO

No matter how strong the model, it doesn’t matter if you don’t cue the gamer!

Let the Reader Play

!  
## Give Up the Data

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![Chart Image]