

# Contents at a Glance

Foreword . . . . .	xxiii
Preface . . . . .	xxvii
Acknowledgments . . . . .	xxxv
About the Author . . . . .	xxxvi
<b>Part I</b> Game Design and Paper Prototyping . . . . .	1
1 Thinking Like a Designer . . . . .	3
2 Game Analysis Frameworks . . . . .	19
3 The Layered Tetrad . . . . .	31
4 The Inscribed Layer . . . . .	39
5 The Dynamic Layer . . . . .	61
6 The Cultural Layer . . . . .	79
7 Acting Like a Designer . . . . .	91
8 Design Goals . . . . .	107
9 Paper Prototyping . . . . .	129
10 Game Testing . . . . .	143
11 Math and Game Balance . . . . .	159
12 Guiding the Player . . . . .	195
13 Puzzle Design . . . . .	211
14 The Agile Mentality . . . . .	223
15 The Digital Game Industry . . . . .	239
<b>Part II</b> Digital Prototyping . . . . .	255
16 Thinking in Digital Systems . . . . .	257
17 Introducing the Unity Development Environment . . . . .	269
18 Introducing Our Language: C# . . . . .	285
19 Hello World: Your First Program . . . . .	295



20	Variables and Components. . . . .	313
21	Boolean Operations and Conditionals. . . . .	331
22	Loops . . . . .	347
23	Collections in C# . . . . .	359
24	Functions and Parameters . . . . .	387
25	Debugging . . . . .	403
26	Classes. . . . .	419
27	Object-Oriented Thinking . . . . .	433
<b>Part III</b>	<b>Game Prototype Examples and Tutorials . . . . .</b>	<b>457</b>
28	Prototype 1: <i>Apple Picker</i> . . . . .	459
29	Prototype 2: <i>Mission Demolition</i> . . . . .	495
30	Prototype 3: <i>Space SHMUP</i> . . . . .	545
31	Prototype 3.5: <i>Space SHMUP Plus</i> . . . . .	583
32	Prototype 4: <i>Prospector Solitaire</i> . . . . .	639
33	Prototype 5: <i>Bartok</i> . . . . .	707
34	Prototype 6: <i>Word Game</i> . . . . .	753
35	Prototype 7: <i>Dungeon Delver</i> . . . . .	793
<b>Part IV</b>	<b>Appendices . . . . .</b>	<b>879</b>
<b>Appendix A</b>	<b>Standard Project Setup Procedure . . . . .</b>	<b>881</b>
<b>Appendix B</b>	<b>Useful Concepts. . . . .</b>	<b>887</b>
<b>Appendix C</b>	<b>Online Reference . . . . .</b>	<b>947</b>
	Index. . . . .	953



# Contents

Foreword . . . . .	xxiii
Preface . . . . .	xxvii
Acknowledgments . . . . .	xxxv
About the Author . . . . .	xxxvi
<b>Part I Game Design and Paper Prototyping . . . . .</b>	<b>1</b>
<b>1 Thinking Like a Designer . . . . .</b>	<b>3</b>
You Are a Game Designer. . . . .	4
Bartok: A Game Exercise. . . . .	4
The Definition of <i>Game</i> . . . . .	10
Summary . . . . .	17
<b>2 Game Analysis Frameworks . . . . .</b>	<b>19</b>
Common Frameworks for Ludology . . . . .	20
MDA: Mechanics, Dynamics, and Aesthetics. . . . .	20
Formal, Dramatic, and Dynamic Elements . . . . .	24
The Elemental Tetrad . . . . .	28
Summary . . . . .	29
<b>3 The Layered Tetrad . . . . .</b>	<b>31</b>
The Inscribed Layer . . . . .	32
The Dynamic Layer. . . . .	33
The Cultural Layer . . . . .	34
The Responsibility of the Designer. . . . .	36
Summary . . . . .	37
<b>4 The Inscribed Layer . . . . .</b>	<b>39</b>
Inscribed Mechanics . . . . .	40
Inscribed Aesthetics . . . . .	47



Inscribed Narrative . . . . .	49
Inscribed Technology . . . . .	59
Summary . . . . .	60
<b>5 The Dynamic Layer . . . . .</b>	<b>61</b>
The Role of the Player . . . . .	62
Emergence . . . . .	63
Dynamic Mechanics . . . . .	64
Dynamic Aesthetics . . . . .	70
Dynamic Narrative . . . . .	75
Dynamic Technology . . . . .	78
Summary . . . . .	78
<b>6 The Cultural Layer . . . . .</b>	<b>79</b>
Beyond Play . . . . .	80
Cultural Mechanics . . . . .	81
Cultural Aesthetics . . . . .	82
Cultural Narrative . . . . .	83
Cultural Technology . . . . .	84
Authorized Transmedia Are Not Part of the Cultural Layer . . . . .	85
The Cultural Impact of a Game . . . . .	86
Summary . . . . .	89
<b>7 Acting Like a Designer . . . . .</b>	<b>91</b>
Iterative Design . . . . .	92
Innovation . . . . .	98
Brainstorming and Ideation . . . . .	99
Changing Your Mind . . . . .	103
Scoping . . . . .	105
Summary . . . . .	106



<b>8</b>	<b>Design Goals</b>	<b>107</b>
	Design Goals: An Incomplete List	108
	Designer-Centric Goals	108
	Player-Centric Goals	111
	Summary	127
<b>9</b>	<b>Paper Prototyping</b>	<b>129</b>
	The Benefits of Paper Prototypes	130
	Paper Prototyping Tools	131
	Paper Prototyping for Interfaces	133
	An Example Paper Prototype	134
	Best Uses for Paper Prototyping	139
	Poor Uses for Paper Prototyping	140
	Summary	140
<b>10</b>	<b>Game Testing</b>	<b>143</b>
	Why Playtest?	144
	Being a Great Playtester Yourself	144
	The Circles of Playtesters	145
	Methods of Playtesting	148
	Other Important Types of Testing	156
	Summary	157
<b>11</b>	<b>Math and Game Balance</b>	<b>159</b>
	The Meaning of Game Balance	160
	The Importance of Spreadsheets	160
	The Choice of Google Sheets for This Book	161
	Examining Dice Probability with Sheets	162
	The Math of Probability	174
	Randomizer Technologies in Paper Games	178
	Weighted Distributions	182
	Permutations	184



	Using Sheets to Balance Weapons . . . . .	186
	Positive and Negative Feedback . . . . .	194
	Summary . . . . .	194
<b>12</b>	<b>Guiding the Player . . . . .</b>	<b>195</b>
	Direct Guidance . . . . .	196
	Four Methods of Direct Guidance . . . . .	197
	Indirect Guidance . . . . .	198
	Seven Methods of Indirect Guidance . . . . .	198
	Teaching New Skills and Concepts . . . . .	206
	Summary . . . . .	209
<b>13</b>	<b>Puzzle Design . . . . .</b>	<b>211</b>
	Scott Kim on Puzzle Design . . . . .	212
	Puzzle Examples in Action Games . . . . .	219
	Summary . . . . .	221
<b>14</b>	<b>The Agile Mentality . . . . .</b>	<b>223</b>
	The Manifesto for Agile Software Development . . . . .	224
	Scrum Methodology . . . . .	225
	Burndown Chart Example . . . . .	228
	Creating Your Own Burndown Charts . . . . .	238
	Summary . . . . .	238
<b>15</b>	<b>The Digital Game Industry . . . . .</b>	<b>239</b>
	About the Game Industry . . . . .	240
	Game Education . . . . .	243
	Getting Into the Industry . . . . .	246
	Don't Wait to Start Making Games! . . . . .	250
	Summary . . . . .	253



<b>Part II</b>	<b>Digital Prototyping</b>	<b>255</b>
<b>16</b>	<b>Thinking in Digital Systems</b>	<b>257</b>
	Systems Thinking in Board Games	258
	An Exercise in Simple Instructions	259
	Game Analysis: <i>Apple Picker</i>	261
	Summary	267
<b>17</b>	<b>Introducing the Unity Development Environment</b>	<b>269</b>
	Downloading Unity	270
	Introducing Our Development Environment	273
	Launching Unity for the First Time	277
	The Example Project	278
	Setting Up the Unity Window Layout	278
	Learning Your Way Around Unity	283
	Summary	283
<b>18</b>	<b>Introducing Our Language: C#</b>	<b>285</b>
	Understanding the Features of C#	286
	Reading and Understanding C# Syntax	292
	Summary	294
<b>19</b>	<b>Hello World: Your First Program</b>	<b>295</b>
	Creating a New Project	296
	Making a New C# Script	298
	Making Things More Interesting	303
	Summary	312
<b>20</b>	<b>Variables and Components</b>	<b>313</b>
	Introducing Variables	314
	Strongly Typed Variables in C#	314



Important C# Variable Types . . . . .	316
The Scope of Variables . . . . .	319
Naming Conventions . . . . .	319
Important Unity Variable Types . . . . .	320
Unity GameObjects and Components. . . . .	327
Summary . . . . .	330
<b>21 Boolean Operations and Conditionals . . . . .</b>	<b>331</b>
Booleans . . . . .	332
Comparison Operators . . . . .	336
Conditional Statements. . . . .	339
Summary . . . . .	345
<b>22 Loops . . . . .</b>	<b>347</b>
Types of Loops. . . . .	348
Set Up a Project . . . . .	348
while Loops. . . . .	348
do...while Loops . . . . .	352
for Loops . . . . .	352
foreach Loops . . . . .	354
Jump Statements within Loops . . . . .	355
Summary . . . . .	357
<b>23 Collections in C# . . . . .</b>	<b>359</b>
C# Collections . . . . .	360
Using Generic Collections . . . . .	362
List . . . . .	363
Dictionary . . . . .	368
Array . . . . .	371
Multidimensional Arrays . . . . .	376
Jagged Arrays . . . . .	379
Whether to Use Array or List . . . . .	383
Summary . . . . .	383



<b>24</b>	<b>Functions and Parameters . . . . .</b>	<b>387</b>
	Setting Up the Function Examples Project . . . . .	388
	Definition of a Function . . . . .	388
	Function Parameters and Arguments . . . . .	391
	Returning Values . . . . .	393
	Proper Function Names . . . . .	395
	Why Use Functions? . . . . .	395
	Function Overloading . . . . .	397
	Optional Parameters . . . . .	398
	The <code>params</code> Keyword . . . . .	399
	Recursive Functions . . . . .	400
	Summary . . . . .	401
<b>25</b>	<b>Debugging . . . . .</b>	<b>403</b>
	Getting Started with Debugging . . . . .	404
	Stepping Through Code with the Debugger . . . . .	410
	Summary . . . . .	418
<b>26</b>	<b>Classes . . . . .</b>	<b>419</b>
	Understanding Classes . . . . .	420
	Class Inheritance . . . . .	428
	Summary . . . . .	431
<b>27</b>	<b>Object-Oriented Thinking . . . . .</b>	<b>433</b>
	The Object-Oriented Metaphor . . . . .	434
	An Object-Oriented Boids Implementation . . . . .	436
	Summary . . . . .	455
<b>Part III</b>	<b>Game Prototype Examples and Tutorials . . . . .</b>	<b>457</b>
<b>28</b>	<b>Prototype 1: <i>Apple Picker</i> . . . . .</b>	<b>459</b>
	The Purpose of a Digital Prototype . . . . .	460
	Preparing . . . . .	461



	Coding the Apple Picker Prototype . . . . .	470
	GUI and Game Management. . . . .	484
	Summary . . . . .	494
<b>29</b>	<b>Prototype 2: <i>Mission Demolition</i></b> . . . . .	<b>495</b>
	Getting Started: Prototype 2. . . . .	496
	Game Prototype Concept. . . . .	496
	Art Assets. . . . .	497
	Coding the Prototype . . . . .	502
	Summary . . . . .	544
<b>30</b>	<b>Prototype 3: <i>Space SHMUP</i></b> . . . . .	<b>545</b>
	Getting Started: Prototype 3. . . . .	546
	Setting the Scene. . . . .	548
	Making the Hero Ship . . . . .	549
	Adding Some Enemies . . . . .	557
	Spawning Enemies at Random . . . . .	566
	Setting Tags, Layers, and Physics . . . . .	568
	Making the Enemies Damage the Player . . . . .	571
	Restarting the Game. . . . .	575
	Shooting (Finally). . . . .	577
	Summary . . . . .	581
<b>31</b>	<b>Prototype 3.5: <i>Space SHMUP Plus</i></b> . . . . .	<b>583</b>
	Getting Started: Prototype 3.5 . . . . .	584
	Programming Other Enemies . . . . .	584
	Shooting Revisited . . . . .	592
	Showing Enemy Damage. . . . .	609
	Adding Power-Ups and Boosting Weapons . . . . .	612
	Making Enemies Drop Power-Ups . . . . .	622
	Enemy_4—A More Complex Enemy. . . . .	625
	Adding a Scrolling Starfield Background . . . . .	634
	Summary . . . . .	636



<b>32</b>	<b>Prototype 4: <i>Prospector Solitaire</i></b>	<b>639</b>
	Getting Started: Prototype 4.	640
	Build Settings	640
	Importing Images as Sprites	642
	Constructing Cards from Sprites	644
	The <i>Prospector</i> Game.	661
	Implementing <i>Prospector</i> in Code	664
	Implementing Game Logic.	677
	Adding Scoring to <i>Prospector</i>	685
	Adding Some Art to the Game	698
	Summary	704
<b>33</b>	<b>Prototype 5: <i>Bartok</i></b>	<b>707</b>
	Getting Started: Prototype 5.	708
	Build Settings	710
	Coding Bartok.	711
	Building for WebGL	750
	Summary	752
<b>34</b>	<b>Prototype 6: <i>Word Game</i></b>	<b>753</b>
	Getting Started: Prototype 6.	754
	About the Word Game	754
	Parsing the Word List	756
	Setting Up the Game	763
	Laying Out the Screen.	769
	Adding Interactivity	778
	Adding Scoring	782
	Adding Animation to Letters.	785
	Adding Color.	788
	Summary	790
<b>35</b>	<b>Prototype 7: <i>Dungeon Delver</i></b>	<b>793</b>
	<i>Dungeon Delver</i> —Game Overview	794
	Getting Started: Prototype 7.	795



Setting Up the Cameras . . . . .	796
Understanding the Dungeon Data . . . . .	798
Adding the Hero . . . . .	808
Giving Dray an Attack Animation . . . . .	818
Dray's Sword . . . . .	821
Enemy: Skeletos . . . . .	822
The InRoom Script . . . . .	825
Per-Tile Collision . . . . .	828
Aligning to the Grid . . . . .	832
Moving from Room to Room . . . . .	839
Making the Camera Follow Dray . . . . .	842
Unlocking Doors . . . . .	843
Adding GUI to Track Key Count and Health . . . . .	848
Enabling Enemies to Damage Dray . . . . .	852
Making Dray's Attack Damage Enemies . . . . .	856
Picking Up Items . . . . .	859
Enemies Dropping Items on Death . . . . .	861
Implementing a Grappler . . . . .	864
Implementing a New Dungeon—The Hat . . . . .	872
The Delver Level Editor . . . . .	877
Summary . . . . .	877
<b>Part IV Appendices . . . . .</b>	<b>879</b>
<b>Appendix A Standard Project Setup Procedure . . . . .</b>	<b>881</b>
<b>Appendix B Useful Concepts . . . . .</b>	<b>887</b>
<b>Appendix C Online Reference . . . . .</b>	<b>947</b>
Index . . . . .	953