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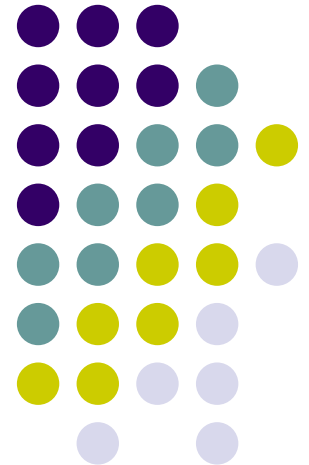
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**MAKING YOUR GAME  
GETTING YOUR GAME MADE**

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**NOW THAT YOU HAVE A GOAL  
AND AN INITIAL CONCEPT.....**

**WHAT'S NEXT?**



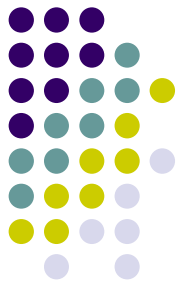
# DESCRIBE WHAT YOU WANT TO MAKE



- **What is the first thing you see?**
- **Do we hear anything?**
- **Is there dialogue?**
- **From where are we looking?**
- **What should the player experience?**
- **What are the player's choices at this point?**

# WHAT HAPPENS NEXT ?

- **What is the next thing you see?**
- **Do we hear anything new?**
- **Is there dialogue?**
- **Has the camera / view changed?**
- **What should the player experience?**
- **What are the player's choices at this point?**



# THE GAME CREATION PROCESS (SIMPLIFIED to 16 steps)



1. **Initial concept**
2. **Design game play, visuals, sounds, actions**
3. **Get feedback on the game play and goals**
4. **Select the game engine**
5. **Do additional software development**

# THE GAME CREATION PROCESS



6. **Test game engine / software development**
7. **Create the assets (models, sound, motion)**
8. **Drop assets into the game engine or build inside the game engine**
9. **Test - technical, artistic, game play**
10. **Change / simplify - watch out for feature creep**
11. **Test again, change, test again, change and test again**

# THE GAME CREATION PROCESS



12. **Create the master**
13. **Duplicate / distribute the game**
14. **Integration the game into the course**
15. **Evaluate the success of the goal**
16. **Write a Postmortem (what went right, what went wrong; in the concept, design, production, classroom deployment)**



# GAMES AND THE INTERNET

Some of the popular game development websites

**Gamasutra**

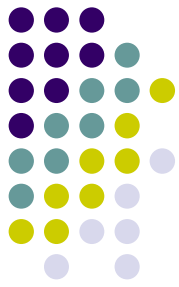
<http://www.gamasutra.com/>

**Game Developer Magazine**

<http://www.gdmag.com/homepage.htm>

**Game Developers Conference**

<http://www.gdconf.com/>



# GAMES AND THE INTERNET

**IGDA Minnesota IGDA**

[http://www.igda.org/wiki/IGDA\\_Twin\\_Cities](http://www.igda.org/wiki/IGDA_Twin_Cities)

**SIGGRAPH Minnesota**

QUESTIONS FOR FACULTY

<http://minneapolis-stpaul.siggraph.org/>

**Search Engine “Game Storyboard” example**

[How video games work](#)

[Game storyboard template and more](#)

# QUESTIONS FOR FACULTY



**A list of questions that faculty are probably asking.**

# IN GENERAL, WHAT ARE MY GAME OPTIONS?



**A 3d project, perhaps from Johnson Simulation Center at Pine Technical College**

**A Simple game project, perhaps a 2D project from game maker**

**A 2D Flash project**

**A more complex flash project - 2D /3D combination**

# ARE THERE ALTERNATIVES TO CREATING A GAME?



## **Streaming video**

**short clips from a digital camera**

**full-blown video crew with prof. performers**

## **Streaming audio**

**recorded at your computer**

**recorded in a recording studio or on location with  
outside talent**

## **Other interactive content**

**lodestar and similar options**

# ARE THERE ALTERNATIVES TO CREATING A GAME?



**Flash interaction (not necessarily a game)**

**Flash only**

**Additional simulation software**

**Overlap with 3D**

**3D simulation**

**Existing software or software development**

**A website with a variety of the above**

**A social networking in a 3d world (second life)**

# HOW DO I KNOW WHAT THINGS COST?



**Start with a budget**  
**Start with a project**  
**Start with a deadline**

**The vast majority of your costs are human hours**

**Company or freelance \$50 to \$150 an hour**  
**\$50 is low, \$150 is not the top**

**Yourself with other faculty and staff**  
**Learning time vs. production time**

# HOW DO I KNOW WHAT THINGS COST?



**Student \$8 an hour or free**

**Learning time vs. production time**

**Understanding the complete process**

**Have they ever done this before?**

**Ability to create professional assets**

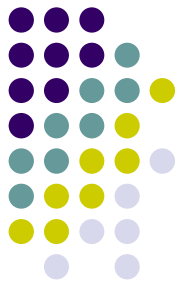
**Ability to complete the assets**

**Ability to complete the project**

**Graduation**

**Loss of interest**

**Other Job**



# HOW CAN I SAVE MONEY?

**How much content is already available**

**Download**

**Repurpose**

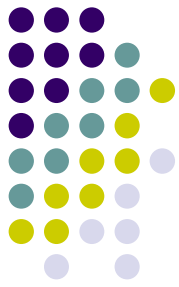
**Purchase**

**[www.turbosquid.com](http://www.turbosquid.com) and others**

**Google search any combination - models, textures, Maya, 3DS MAX, game, etc.**

**Software sharing websites**

# **CAN I GIVE A PRODUCTION COMPANY THE CONCEPT AND HAVE THEM MAKE THE WHOLE THING?**



**Yes, but how close will it be to what is in your head?**

**What exactly is in your head?**

**Can you see it?**

**Can you communicate it?**

**Does the production company have good ideas**

**reaching your goals**

**making it fun**

**saving you money**

# **I WANT TO DESIGN THE GAME MYSELF AND THEN HIRE A PRODUCTION COMPANY. WHAT DO I NEED TO GIVE THE PRODUCTION COMPANY?**



**Concept**

**Inspirational sketches**

**Outline of game play**

**Visual treatment - Look and Feel**

**Game Design Document \***

**Most projects are between the extremes**

**Supplying just the concept**

**Supplying all the preproduction materials.**

# GAME DESIGN DOCUMENT



**A more complete listing of game functionality**

**A decision tree**

**Scope (how many sets, choices, characters)**

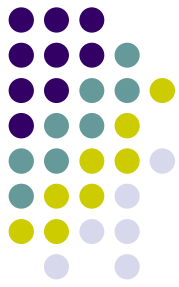
**Complete storyboards**

**Listing of models, animations, actions, audio \***

**Production Time line**

**Start with the completion date and go backwards to the present. Leave lots of time for testing.**

# GAME DESIGN DOCUMENT



**Work to be done (who does what)**

**Budget**

**Calculate the hours for learning and production**

**What will not be included?**

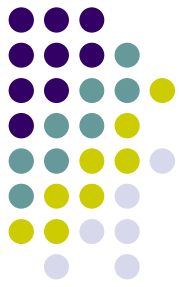
**Any changes will require additional time and payment**

**Most projects are between the extremes**

**Supplying just the concept**

**Supplying all the preproduction materials**

# **IF I HIRE MOST OF THE WORK, WHEN WOULD I HAVE INPUT IN THE DEVELOPMENT PROCESS.**



**Discuss the concept**

**Discuss the vision for the final game play**

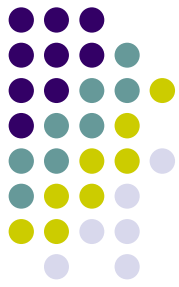
**Discuss “The Look”**

**Approve the preproduction materials**

**Approve a prototype of the game**

**This might include most of the game play and 25% of the content**

# WHEN WOULD I HAVE INPUT IN THE DEVELOPMENT PROCESS.



**Alpha version - 75% or 80% of the content**

**Final version – game tested**

**You should test the product before taking delivery**

**Approve the final product**

# PLANNING SEEMS TO TAKE A BIG EFFORT, WHY CAN'T WE JUST SKIP IT?



**The lowest cost option is plan and execute the plan**

**Know your production pipeline and it's pitfalls before you begin**

**Feature creep does not necessarily**

**Make your game more fun**

**Help you reach your learning goals**

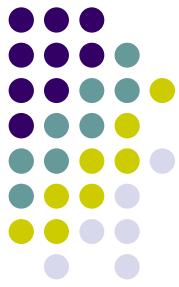
**The cost of changing your mind – game history**

**Start reading postmortems**

**<http://www.gdmag.com/postmort.htm>**

**Google search game postmortem**

# ASSET LIST – NO CODING LISTED



## MODELS

Room

Doors

East window with woodwork

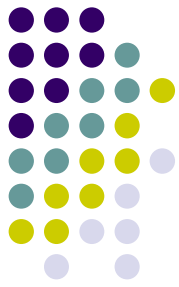
South window with woodwork

Furniture – chair, couch, picture, magazine,  
table, coffee cup, reading glasses, lamp

## TEXTURES

wood, marble, tortoise shell, picture, magazine  
cover picture, couch fabric, chair fabric,  
lampshade fabric, lamp base

# ASSET LIST - EXAMPLE



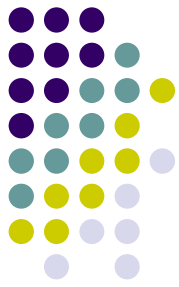
## AUDIO

- Background birds
- Background traffic
- Door sounds
- Dialog

## LIGHTING

- South window sun
- East window diffuse light
- Lamp light

# SPECIAL THANKS



**John Heckman and Jesse Crafts-Finch of the Johnson Simulation Center for their presentation suggestions and for sharing their design templates.**

**Leslie Blicker from the MnSCU Chancellors office for her presentation suggestions.**

**Pete Border from Minnesota School of Business for including me in this workshop.**