UNIT – 2
GAME DESIGN PRINCIPLES

Character Development, Storyboard Development for Gaming – Script Design – Script Narration, Game Balancing, Core Mechanics, Principles of Level Design – Proposals – Writing for Preproduction, Production and Post – Production.

GAME DESIGN:

Game design is the art and science of creating interactive experiences that engage and entertain players. It involves many aspects, like storytelling, visual design, programming, and psychology, all working together to craft compelling virtual worlds.

GAME DESIGN PRINCIPLES:

Game design principles are fundamental guidelines and concepts that help develop successful and engaging games. These principles serve as a framework for game designers to design, iterate, and refine gameplay experiences. Some of the game design principles are:

- Goal
- Reward
- Play
- Narrative
- Player Character
- Progression
- Accessibility

Game design Principles focus on the players experience from start to finish.

CHARACTER DEVELOPMENT:

The art of character development in video games is an integral part of the player experience. A well-developed character can immerse players in a virtual world, making them care about the story and its outcome. This is why many of the most successful video games have memorable, fleshed-out characters that players can connect with on an emotional level.

1. Start with a character archetype:

A character might start as a bundle of random ideas, traits and plot points from your game concept, so it's important to bring everything together in one place. A character

archetype can help narrow your focus. archetypes or personas that we recognize across literature, mythology, and the human experience.

2. **Build their backstory:**

   Just like people, characters are made up of their past experiences, goals, and aspirations. Some aspects of their backstory might not make it into the game but will they help your artists and animators make the character more believable.

3. **Brainstorm their attributes:**

   Their visual appearance matches their backstory and the concept for the game. Consider details such as clothing, facial features, height, weaponry, or even their home environment. Explore ways to break out of the expected appearance for this type of character. For example, could your hero's weapon be a shovel blade instead of the standard sword? This is how the brainstorm works with the attributes.

4. **Add visual references & examples:**

   Start to visualize the look of your character with sketches and reference imagery.

5. **Define their gameplay:**
   The Game Play says that it's time to think about how they move, attack enemies and defend themselves. Consider their weight, speed, and style. Are they heavy or agile, how does their movement match their physical appearance. These are the things to be done when the game play is done.

6. **Add examples of motion:**
   Bring your gameplay ideas to life by collecting references of how animation and movement could work. This is the fastest and cheapest way to help your team visualize the animation style you have in your head.

7. **Organize & refine:**
   The goal here is to present the character to your team in an inspiring and concise format. it's time to organize your content into logical topics.

8. **Share with your team:**
   It's time to share the character profile with the rest of your team. Invite others to critique and build on top of your ideas.