

Game Genres: Role Playing Games

Foundations of Interactive Game Design
Prof. Jim Whitehead
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UC SANTA CRUZ



Upcoming Events and Assignments

- **Today:** Drawing oriented game
 - ▶ Using Doodler web site
 - ▶ <http://doodler.ucsc.edu/html/signup.php>
 - ▶ Tyler Freeman is here in class today, can answer questions
 - ▶ Want description of rules, and description of how game played
 - ▶ Details on web site (under Projects)
- **Exams:** Returned today
 - ▶ Exam key on website by end of the day
 - ▶ Mistake? Bring to front at end of class, will look over for regrade
- **Game Maker license keys**
 - ▶ If you signed up for reduced cost keys (and only if)
 - ▶ See me at end of class

Upcoming Events and Assignments

- **Talk:** Monday, Feb. 5, 11AM, Ian Bogost
 - ▶ Persuasive Games: An Introduction to Procedural Rhetoric
 - ▶ Author of “Unit Operations” (MIT Press, 2006)
 - ▶ E2, Room 599 (5th floor, right by elevators)
- **Review session:** Monday, 7:30PM, Media Theater
 - ▶ Make sure to bring your collaborative review materials
- **Next Wednesday (February 7)**
 - ▶ **Game Concept Document**
 - ▶ A compelling document that describes and sells your game concept
 - ▶ Team effort
 - ▶ First deliverable for your final game project
 - ▶ Need to have many aspects of your game design worked out at least to a first degree to create this document
 - ❖ Genre, goals, fictional setting, narrative, characters, etc.

RPG Maker/Game Maker help

- **Wednesday:** RPG Maker design session
 - ▶ Led by Nate Emond <llama971@gmail.com>
 - ▶ 5:30PM, E2 215
 - ▶ Note different room for this week
- **Thursday:** Game Maker help/design session
 - ▶ Earth & Marine Sciences, room B214
 - ▶ 4-5:10PM