

VERBS + OBJECTS IN GAMES

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VERBS

image, sound, animation, feedback

metaphors

should make sense w/ context of game

develop w/ CONTEXT

ex shoot = destroy, how save hostage?



dialog btw/ game + player

tell story thru INTERACTION

RULE that lets player do SOMETHING

CREATE CHOICE

ex. shoot or don't shoot?

HAVE RELATIONSHIPS

ex horiz + vert movement

↑ + → = ↗

ARE ROBUST

every verb has EFFECT

REINFORCE each other

don't orphan verbs!!

use various interactions

let important verbs do the most

rules to learn other rules

incl. what you CANT do

can't learn w/o feedback for verb

button must = running

ex ↓ dig
↑ throw dirt

PHYSICAL LAYER

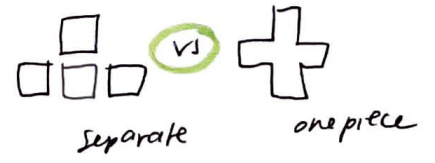
physical action (tap/press)

reflects verb!

DEGREE OF CONTROL VARY

(mouse > key influence)

think of properties:



that's why touchscreens are hard

OBJECTS

A "GRAMMAR" FOR DISCUSSING RULES

complete the sentence for verb actions!

make right selection

too many = confusing

too few = not enough choices

avoid random sloppy patch w/ new item

→ match current context! w/ existing items

DEVELOP overtime

challenge

new responsibility

w/ rules and objects

using LEVEL DESIGN to progress

few choices can force creativity

limited selection = ELEGANCE

too many verbs = tedious