Task #1 — Choosing a Tool
→ Gamemaker / Games Factory
→ Scratch (Stencyl) — rule based
→ Twine — written fiction

Task #2 — Introduce Characters
→ person, animal or symbol
develop story by (what) (why) + conflict

Task #3 — Teach Character to do Something
player → character responds
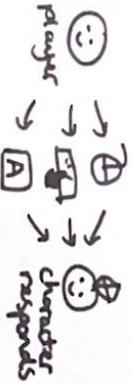
(Subject) (verb) (object)
Future Metador → Teleports → to avoid Raging Bulls

Task #4 — Introducing a 2nd Character
Character #2
• ability a rule that's internal to the game
• relevant to the verb from before

Sketchnote
Problem w/ video games

Games — Queer Games — NONE

current games = art limited by commercial obligations
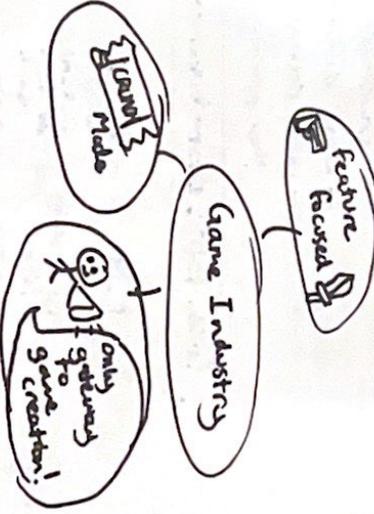
Games Should Transmit Ideas + Culture
But Must Point Been

game production → costly → successful
strict to pre-existing game formula

games authored by individuals for the benefit of others instead of big publishers

future focused
Game Industry
only gateway to game creation!

GAMES are for:
• exploring systems
• exploring dynamics
• communicating relationships

WANT:

Games players

CHAPTER 1

CHAPTER 7 (cont.)

Task #5: Make Some [sound]

BZZT!! → clarifies interactions

. Sets Scene!

woosh chimes

Task #6: Round Out Player's Vocab

→ more actions

+ adverbs (slowly/fast)

Task #7: Design a Level

Level = [book] Story

start
rising action
climax
falling action
end
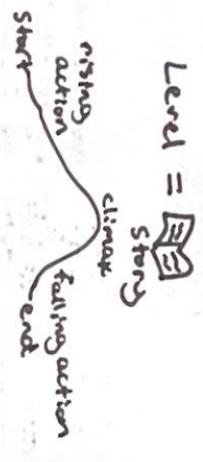
Task #8: Finish Story

Title → gives context

End → gives context

→ dictates how player interprets story/experience as a whole

Task #9: Have Someone Play + Change It

Find people who:
- are unfamiliar w/ the game?
- Let them know:
- what direction you're taking the game

Take notes on:
- where they're confused?
- what doesn't work?
- their thoughts on parts of the game

Task #10: Distribute Your Game

filesharing site
websites of tool used
link sharing
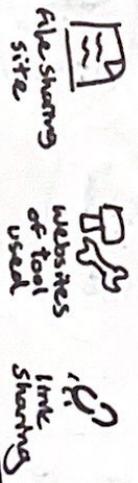
Task #11: Make Another Game

diff game
improve your game
+ original + creative
brilliant

You're a zinester after all ...