

Winter Nasse (10 o'clock Ch)

Try to imagine diff rules
Arguably most important!
Clear, objective

Early Stage

Try carrying this to get a sense of fun

- * Take bit of game you have Q about
- * Atomic / simplest / cheapest possible to answer

Answer Specific Questions

* Typically parts that need interaction

- * Can someone use this interface?
- * How engaging is this for players?

Varies from person
Subjective, harder to answer

Further Stage

Fine Details



Balance

* "Sometimes it's cutting up little pieces of paper"



* Paper Prototyping is less "on-paper" and more "off-computer"

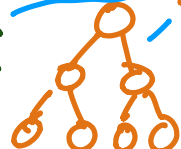


Prototypes Can Take

Any Form

* Can present save them w/ different aesthetic

* Any this that can help you choose a branch in decision tree to take



What Do Prototypes Prototype? (vid)

* Models before game helps you think

* How can you help the player

Find the Fun

Find sweet spots, and spread them out to rest of game.

Spore "editor"

Use prototypes to make a decision, what they're made of doesn't matter

Most prototypes will end up in TRASH



Build Tangible Models

Feel like they're interacting w/ something tangible?

Find a familiar system, create simple interactions.

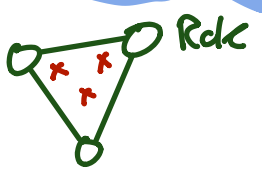
Use Most Expedient Platform

"Navigation instrument, like a COMPASS"



Know Your Audience!
Prepare Your Audience!

Local Feel



Implementation

proper prototyping is narrow identities Q's.

Problem w Prototypes

users designers
Many considerations organizations (bosses)

Everyone has different expectations of what a prototype is

High vs. low-fidelity
be willing to use different tools

(changes an iteration) both form & location on the model.

What Do Prototypes Prototype?

(Designers' judgment model)

what can this tool do for user?

Role

concrete, direct representation (visually complete)



Storyboards can help find role.

Types of Prototypes

Look/Feel

Implementation

complete user experience (center of Δ)

Technical - abt how it actually works

Reading Notes

Focus on experience

can be a prototype



"Man behind curtain" technique for unimplemented prototypes

