

Segmentation + Game Maker Intro

New Today

- Beatles Rockband

Assignments

- NOT DUE TODAY: Assignment 3, Gamelog from classics list
 - How to handle gamelogging access to games
- DUE TODAY: Assignment 4
 - turn in via online SUBMIT
 - [link to assignment description](#)

segmentation of game play

- The process of managing and regulating the development of gameplay experience through the design of a game
- The way in which the play of a game is divided into smaller chunks (elements) of gameplay

challenge segmentation

- Challenge Segmentation
 - Dividing gameplay into discrete, self-contained situations, which are perceived by the player as a test or trial
 - Examples: puzzles, bosses, waves of enemies
 - At time not clear-cut, since games tend to increase challenge over time

spatial segmentation

- Division of the gameworld into different spaces, when this division also partitions gameplay
 - Gameworld is not presented as a continuous whole
 - Instead, is distinct subspaces that are navigated separately
 - Each space may have its own rules
- Example: Kingdom Hearts
 - Many worlds, each with distinct characteristics, often based on Disney movie

temporal segmentation

- Limiting, synchronizing, and/or coordinating player activity over time

temporal segmentation

EXAMPLES

- Fixed game periods in sports games
 - Quarters, halves, plays
 - Who plays when
- Games where you play against the clock
 - Driving games where you must complete a number of laps by a fixed time to continue
 - Marble Madness
- Time as a fixed resource

narrative segmentation

- dividing gameplay to put it at the service of a storyline of a game
- difficult to separate this from other forms of segmentation
- Changes in story often accompany changes in level, start of a boss fight, etc.

narrative segmentation sometimes difficult to separate

- Facade has distinct beginning, middle and end where characters behave differently
- Colonel's Bequest is a text and graphics mystery game
 - game is divided into 8 acts, each corresponding to an hour of game time
- Other examples?

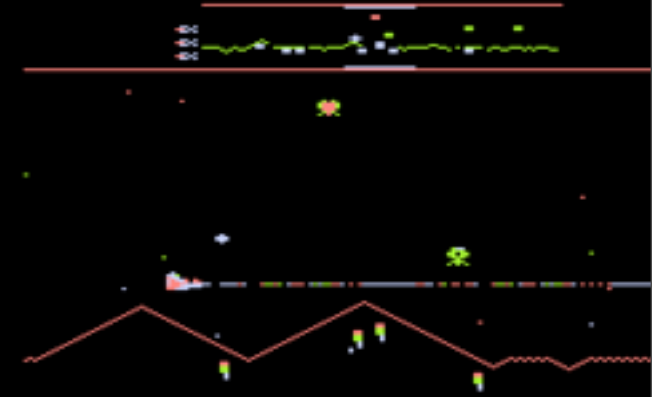


What forms of segmentation are visible in the following games?

Portal

Super Mario Galaxy

Defender (shmups in general)



Types of segmentation

Challenge segmentation

Spatial segmentation

Temporal segmentation

Narrative segmentation

GameMaker Demos

Game Maker Demonstrations

Demonstration of games made by UCSC
students using Game Maker

Malloc

Matvei Stefarov, Geon Lee

Last year's class winner

Village of Shadow

Jimmy Fishel, Hunter Francis

Bird Jumper

What is Game Maker?

- Game Maker is a tool mostly for creating 2D games
 - (though there is limited 3D support)
- It uses a property-sheet approach to create a game
 - Create a set of sprites, objects, rooms, sounds
 - Each one of these has a series of properties that you can set – these affect its behavior

What is Game Maker?

- Game Maker does not require programming
 - It does have a scripting language (Game Maker Language, GML) you can use for more advanced features
 - It's possible to make very interesting games without knowing this language
- Though, of course, if you do learn the language, you'll be able to make more complex games
- Creating games is somewhat less tedious using GML

GameMaker OS and Cost

- Game Maker runs on Windows PCs
 - No Mac support for the class, though there is a beta version available
- Basic version is a free download
- www.yoyogames.com
- Most students find they want and need the full version
- This costs \$20, register via Game Maker website
- Lite version of Game Maker 6.0 is also available in the mutlimedia lab
- Wait, I have a Mac! Don't do this to me!
 - Recent Macs can also dual boot Windows & Mac OS

Game Maker Community

- A web site hosting discussion boards for users of Game Maker
 - <http://gmc.yoyogames.com/>
 - Has tutorials/examples board
 - A novice user Q&A board
 - Postings of games created by people who used Game Maker
 - Pointers to third-party libraries to add neat features
 - Sophisticated particle systems
 - Wiimote support