

{ POWER.CODERS }

CLI group challenge

CLI GROUP CHALLENGE

Prepare a game that can be played exclusively with the command line. Using for example `cd`, `ls`, `cat` or `git`.

- > 15' - Intro & Groups
- > 15' - Tips for a basic game
- > 30' - Research & testing existing games
- > 120' - Work on your game

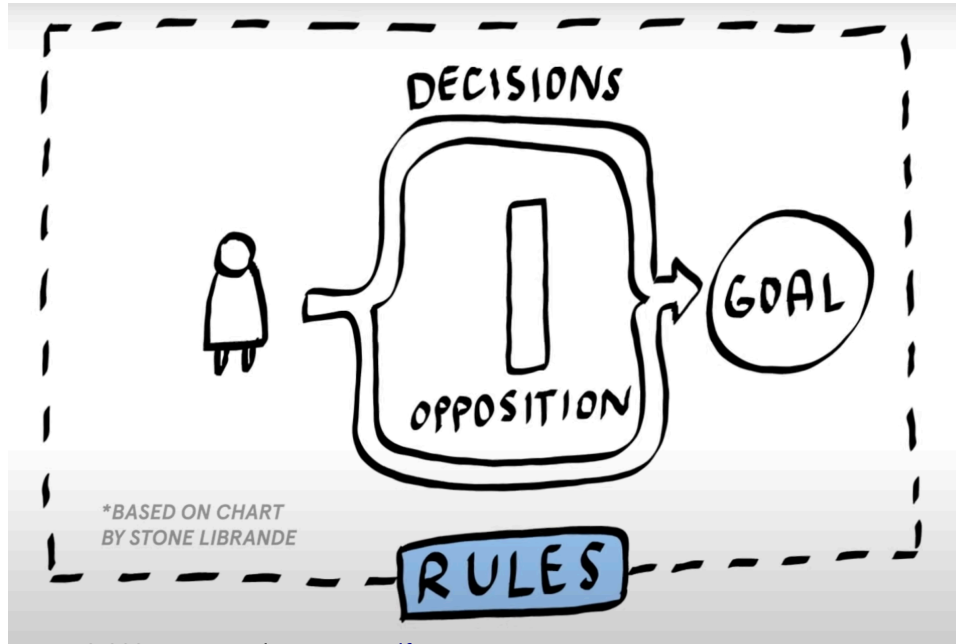
- > 5' each (could be on the next day) - Present your game
 - Goal of the game
 - The rules
 - What challenges did you face?
 - Quick Demo

INTRODUCTION TO GAME DESIGN

WHAT IS A GAME?

A game has 4 key characteristics:

- > Goal
- > Opposition
- > Decisions
- > Rules



KEY ELEMENTS OF A GAME

Some common elements are

- **Mechanics:** how the game works
- **Dynamics:** how the player interacts with the game
- **Aesthetics:** how the game looks and sounds
- **Narrative:** how the game tells a story

GAME MECHANICS

Game mechanics are at the heart of gameplay design.

Per definition it is how players and the rest of the fundamental interlocking pieces of a game, such as

- > rules,
- > challenges,
- > goals,
- > actions,
- > strategies,
- > game states

interact with each other in a meaningful way.

EXAMPLES

Can you think of any?

- > **Jump** in Super Mario
- > **Shield** in Halo
- > **Skydiving** and **the storm** in Fortnite
- > **Rotate** in Tetris

THE CORE OF GAMEPLAY

... are the "Core Actions" (game mechanics = actions = verbs) and the "Core Gameplay Loop".

CORE GAMEPLAY LOOP

A gameplay loop is the collective set of actions (game mechanics) that the player will be doing over a specific time frame. At the most basic, we're talking about actions that usually happen within seconds of each other.



SUPER MARIO BROS.



Further information

SO WHAT IS IMPORTANT FOR YOUR CLI GAME?

- > Have a clear goal
- > Give the player choices
- > Have a clear ruleset
- > Keep the rules and the mechanics as simple as possible

INSPIRATION

- > Terminus
- > clmystery
- > git-game

