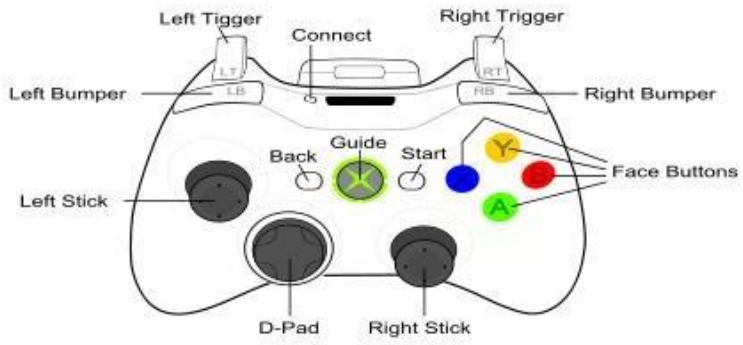
Rules of play

LEARNING BOARD GAME RULES AND HOW THEY ARE BROKEN DOWN

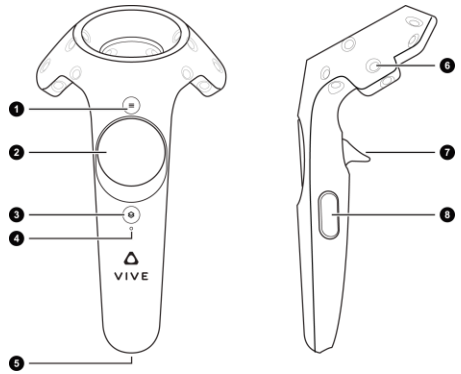
Mini-task

- To start, Take a look at one of these 3 layout inputs. Think of a game for one of them and write a small paragraph on how they input is used within that game. Put this in your classroom section please.



Controller

Keyboard



VR

What sets up a game's rules?

Game Mechanics

Game Mechanics refers to the rules, systems and interactions which define the gameplay experience players. These rules, which are often known to the player, will shape their actions and decisions throughout their journey. Examples of game mechanics would be timer systems, Crafting system and Combat systems.

Game Logic

Game logic refers to the rules, algorithm and calculations that govern the behaviour and interactions of systems within a game. Game logic can be seen as the behind the scene functions which help to manage to operate and run the game. Examples would be AI/NPC behaviour, Collison Detection, rendering and Physics calculations.

Game Loops

Game Loops is the core structure of a video game and entails a sequence of events interactions which the players engages with when playing. Mario's game mechanics are a good example of a noticeable gameplay loop. The player must overcome the obstacles to advance to the next level whilst collection coins and power ups. However often gameplay loops become less obvious the more complex the mechanics are.

Watch this video

Please take notes and add them to your WordPress Classroom section.

https://www.youtube.com/watch?v=PMj8Q4ViKzs

How game rules are defined?

Rule of play is a theory of game design which covers how rules dictate and structure a game. It is broken down into 3 key rules:

Operational Rules. These are the rule that describe how the game is played. When you want to play a game and someone explains that you can't open the door until you collect the right key, they are describing to you an operational rule.

Constituative Rules or Foundational Rules. These are the underlying formal structures that dictate how a game functions. An example is the mathematical formulas used to calculate how many times the number six will appear on the die. These tend to be abstract and need only be understood by the designer of the game.

Implicit Rules or Behavior Rules. These are the rules that govern the social contract between two or more players, in other words, the rules related to being a good sport about the game…game etiquette. These are implied rules and are usually not written.

In simple terms:

Operational: How the game is played, the logic of the game.

Foundational: How the game functions, How does it work.

Behaviour: How social settings affect the game. Player interaction.

What makes good game rule design?

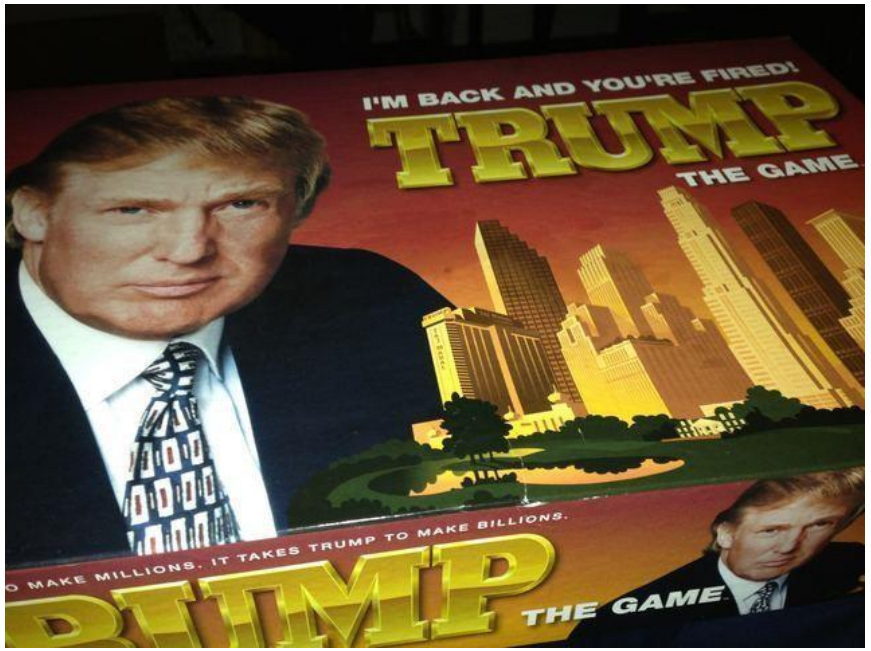
Good game rule design allows room for interpretation whilst also giving the player simple structure. As long as all 3 rule types are involved in some way, the game has good rule design.

For example, chess, Chess has its functional rules, how a move affects the board. It has operational, how the player can win or lose. And it has behaviour, how the players apply their own strategy. If you follow and include the rules of play it will have a good game design.

What makes bad game rule design?

Bad game rule design is any focus on one of the 3 rule types, neglecting the other 2. A game should be balanced and not cater to a certain aspect too hard. Players should be able to interpret the rules easily without too much confusion. To maximalise an audience, you need to have a strong rule foundation.

A bad example of a board game rule design is any board games that adhere too much to the behaviour rule. For example, Donald Trump the board game. This adheres to player niche and a topic hotly debated nowadays. Any game that centres itself too much around a certain social topic is doomed to fail in some sort of aspect.



Practical task part 1

Choose one of the in-class board games or one of the digital games to play as a group.

You will spend the next 2 hours playing these 2 games. You may play it multiple times. Once this time is up you will then go and answer the following questions and complete a full analyses of the board game and digital game you played.

Questions:

1. How did you find the games rules? Were they simplistic? Challenging? Complex? Define them.
2. How does this game reflect the rule of play? How can it be defined as a form of play?
3. How does the design/Aesthetic fit with the gameplay? Does it work? What would you change to make it fit better?
4. What was the standout rule or mechanic? If you took it out would the game still function?

Put this Under your research section.

Practical task part 2

Now after last week you should have a better grasp on Fortnite.

Your task for today is to create a small platformer obstacle course world within 2 hours on Fortnite's creative tool. Have this ready to be played the following week as you will be peer assessed on your map.

Your fellow students will write 2 pros and 2 cons with their level.

Make sure you record this by writing your answers down and taking a picture. These will go on your websites.

Remote learning tasks

You will need to complete 2 tasks for this week.

Task 1: Choose from the following games

1. Hollow Knight
2. Celeste
3. Minecraft
4. Splatoon 2

Complete a secondary research analysing your chosen game of your choice. You will need to answer the following questions:

1. How does this game reflect the rule of play? How can it be defined as a form of play?
2. How does the design/Aesthetic fit with the gameplay? Does it work? What would you change to make it fit better?
3. What was the standout rule or mechanic? If you took it out would the game still function?
4. Who made this game? What else have they made?