

Game Design



Since the first computer games appeared, not much time has passed, but the process of creation has passed a huge path in its development. The position of the game designer is one of the key in the gaming industry.



Adventure games

Adventure games represent the passage of levels of varying difficulty by fictional characters. The basis of the adventure game is the design of its levels. A level designer is responsible for the architecture and gameplay in a chunk of physical space – a level. They care about how the player flows through the level, puzzles or enemies or other obstacles they encounter, and implement basic geometry of the level and the moment-to-moment



“Mari
o”

Strategic games

Strategic games - a genre of computer games, in which the key to achieving victory is planning and strategic thinking. There are Turn-Based Strategy, TBS and Real Time Strategy, RTS.



“Empire”

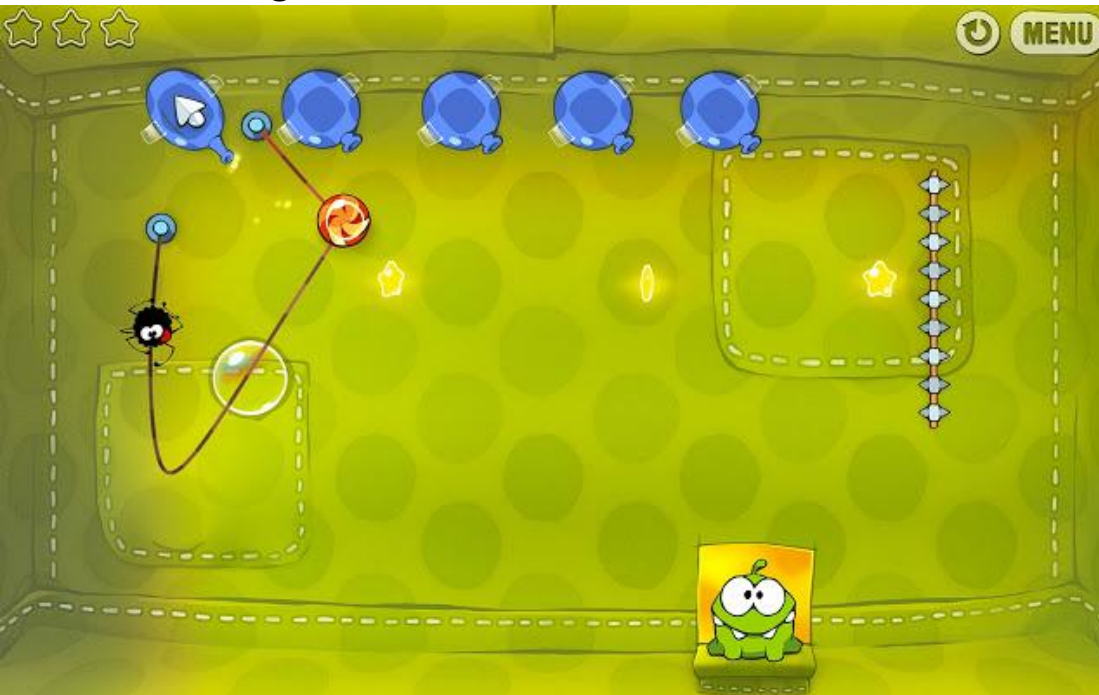


“SimCity”

Casual game

The casual game does not require you to play for hours on end, they are easy to learn, the game can be interrupted at any time. Play them even young children can. Feature of casual games: casual game does not require you to play for hours on end, they are easy to learn, the game can be interrupted at any time. Play them even young children can. Feature of casual games:

- Simple gameplay
- Simple operation
- Short game sessions



“Cut the rope”



“Fast Like a Fox”

“Barr
r”



A development of any game is based on three main elements. They are: the game concept, technology and visual style. The role of graphic design is fundamental and vast in the creation of a video game. It consists of the development of interface that interacts with a player, illustration and character's design, creation of the game's

Gameplay

Gameplay is a set of rules and game's tools offering to the player by default. For example, one type of a gameplay defines the main health parameters of the characters, their movement speed and the way they communicate with each other. There are core gameplay and level gameplay.



Interface

The interface gives the chance to provide interaction between a person and game mechanics. The interface includes creation of the main menu meeting the player at start of a game. In menu it is possible to configure necessary settings of a game, such as sound, brightness, management, to choose complexity level, to create the individual character (in some games), it is also possible to check the list of the people participating in development of a game. The main menu acquaints the player with the general stylistics of the interface. Further, during game process, the interface will help the player to interact with the world of a game and with characters, to allow to choose actions which that



Character design

Heroes of the game must be thought out. The structure of the face, eye color, skin color and various physical qualities of the character, clothing - all this is created in accordance with the plot and the role of the hero in history. Depending on the position of the character before the user, the games can be divided into two groups: from the first person and from the third. First-person games give the player the effect of a full immersion. Third-person games make a difference between the player and the character on the screen.



WIZARD

Brave and strong wizard uses different spells against his enemies. Beat him to continue your adventure!

