

Manifesto Games

Game Design Process

Overview

- Concept
- **DATA ACCUMULATION**
- System Analysis
- Preliminary Path
- Testing and Feedback
- Revised Path
- Playtest and Feedback



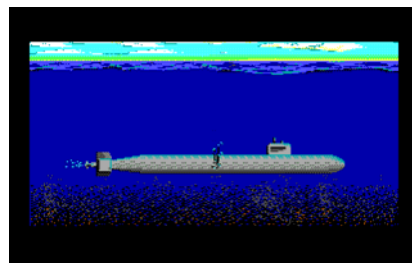
Questions to be asked

- Which is more important, the accuracy of the system/vehicle simulated or the experience perceived by user?
- What can be pre-rendered (graphics) and pre-modeled (physics)?
- What effects are “chained probabilities?”
- What needs to be visible to the user and what needs to be transparent?
- The Sid Meier question: What are the trade-offs between realism and fun?



Potential Problems

- How too much realism destroyed the market for Grand Prix Legends
- My personal sabotage of SimCity 2000
- How Red Storm Rising was too easy



Caution

When working with real-world data, be certain it can be conveyed in visual, textual, tactile or aural form.



Misinterpretation?



Since data can be misinterpreted, determine in advance HOW the gamer will do so. Then, “reward” the misinterpretation.

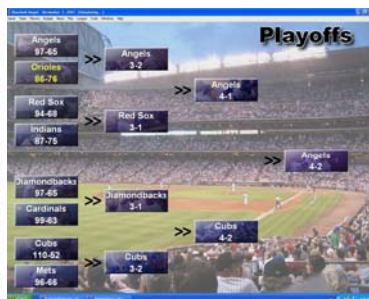


Reverse GIGO

No matter how strong the model, it doesn't matter if you don't cue the gamer!



Let the Reader Play



Give Up the Data

Microsoft Excel - TB0pitch2005

File Edit View Insert Format Tools Data Window Help

100% Arial

KPI

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
	Last	First	Team	IP	ERA	G	GS	W	L	SV	K	BB	R/9	KPI	WPI	WPK
1	Justin	Verlander	TBD	255.1	3.42	280	0	13	22	68	332	154	12.83	1.301	0.643	0.434
2	Rocker	John	TBD	9	7	4	0	0	0	0	9	7	19	1.000	0.778	0.778
3	Webb	John	TBD	2067.1	4.00	332	330	127	114	0	1954	899	11.97	0.945	0.435	0.450
4	Nomo	Hideo	TBD	2009.1	3.31	635	394	177	132	154	2588	870	10.59	0.890	0.299	0.336
5	Smoltz	John	TBD	95.2	4.14	26	10	3	3	0	84	24	10.63	0.962	0.262	0.286
6	Owens	Clad	TBD	102.1	4.04	70	0	9	10	2	89	79	15.21	0.872	0.774	0.888
7	Nunez	Franklin	TBD	1577.2	4.23	247	246	87	86	0	1354	435	11.59	0.858	0.276	0.321
8	Vazquez	Javier	TBD	205.1	4.73	149	0	9	19	5	173	122	13.60	0.843	0.595	0.705
9	Colome	Jesus	TBD	1042.1	3.97	830	43	58	59	47	839	413	12.65	0.905	0.356	0.452
10	Guthrie	Mark	TBD	457.2	4.23	276	27	27	33	61	368	197	12.07	0.825	0.431	0.535
11	Bueaz	Danya	TBD	1417	3.95	219	218	94	68	0	1090	403	11.75	0.769	0.341	0.443
12	Garcia	Freddy	TBD	44.2	3.63	45	0	1	1	0	34	16	11.49	0.769	0.362	0.471
13	Seay	Bobby	TBD	9.2	7.45	5	0	0	0	0	7	3	14.5	0.751	0.326	0.429
14	Switzer	Jon	TBD	296.2	4.00	284	8	9	12	7	218	132	13.52	0.739	0.446	0.606
15	Miller	Trevor	TBD	23.2	4.18	12	2	1	0	0	17	3	11.41	0.723	0.129	0.176
16	Sweeney	Brian	TBD	720.2	4.92	162	112	43	37	0	496	393	13.43	0.689	0.546	0.792
17	Abbott	Paul	TBD	296.1	4.49	158	14	16	23	2	199	99	12.16	0.672	0.334	0.487
18	Harpur	Travis	TBD	627.2	4.65	333	29	21	38	5	420	251	12.76	0.670	0.400	0.558
19	Payee	Carlos	TBD	39.2	5.36	12	5	4	1	0	25	25	13.5	0.654	0.654	1.000
20	McClung	Seth	TBD	327.1	5.17	103	41	11	26	1	214	168	13.55	0.654	0.514	0.785
21	Sosa	Jorge	TBD	753.1	4.75	139	129	44	49	0	479	208	13.55	0.636	0.362	0.601
22	Panis	Steve	TBD	908	5.58	113	105	29	33	0	380	252	13.25	0.625	0.414	0.683
23	Bill	Reb	TBD	105.2	5.11	20	19	8	9	0	65	48	12.25	0.618	0.456	0.738
24	Wachter	Doug	TBD	544.1	5.42	103	97	31	34	0	335	241	14.73	0.616	0.443	0.719
25	Parque	Jim	TBD	66.1	5.02	20	7	3	2	0	38	19	13.57	0.575	0.267	0.500
26	Zandberg	Ducky	TBD	67.2	6.38	21	9	0	5	0	37	38	16.43	0.561	0.565	1.027
27	Standridge	Jason	TBD	186	3.65	132	0	12	9	28	100	50	10.55	0.541	0.270	0.600
28	Carter	Lance	TBD	182	5.34	34	33	7	15	0	93	82	13.45	0.511	0.451	0.882
29	Brazelton	Dewon	TBD	2	0	2	0	0	0	0	1	2	18	0.500	1.000	2.000
30	Laker	Tim	TBD	866	4.6	106	92	31	37	0	274	144	12.63	0.484	0.254	0.526
31	Hendricks	Mark	TBD	1	0	2	0	0	0	0	0	0	1	0.000	1.000	MC/VOR
32	Halter	Shane	TBD													

