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# CGMB534 Game Design

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*Chapter 5:  
Creative and Expressive Play*

# Objectives

- Describe self-defining play as a way a player can project his personality into the game world by selecting an avatar and the avatar's attributes
- Explain creative play as a way to allow players to design or construct as part of the gameplay

# Objectives (Cont.)

- Understand the difference between constrained creative play and freeform creative play
- Know how games can provide storytelling play by allowing players to create stories
- List ways in which you can provide additional creative freedom by allowing the player to modify a game

# Self-Defining Play

- Lets the player project his personality into the game world by means other than gameplay choices
- Methods
  - Avatar selection
  - Avatar customization
  - Avatar construction

# Functional Attributes

- Functional attributes affect gameplay
  - Characterization attributes
    - Define fundamental aspects and change slowly or not at all
  - Status attributes
    - Give the current status of the character and may change frequently
- When players assign values to functional attributes, they define themselves in a creative way

# Functional Attributes (Cont.)

- Allowing players to set all functional attribute values may introduce bugs; instead
  - Give players a fixed or random number of points to assign among all attributes
  - Include a set of default or recommended settings for new players who want to get started quickly
  - Allow players to earn the right to set their character's functional attributes any way they like

# Cosmetic Attributes

- Cosmetic attributes do not affect gameplay
- Cosmetic attributes make a game more fun at a low implementation cost
- Typical cosmetic attributes:
  - Headgear, clothing, shoes, and jewelry
  - Hair color, eye color, skin color
  - Body type or size
  - Paint color, decals, insignia on vehicles

# Creative Play

- Allow players to save and reload creations
- Computerized creative play can be categorized as
  - Constrained creative play
  - Freeform creative play

# Constrained Creative Play

- A player can create only within artificial constraints imposed by the rules
- Play can be limited by the economy
- Can require that the created items meet specific physical requirements
- Can require that the created items meet specific aesthetic requirements

# Freeform Creative Play

- Provides unlimited time and resources
- Traditionally known as sandbox mode
- Usually offers fewer rewards or no rewards

# Storytelling Play

- Provide features that allow players to create and share stories
- Forums and captured images assist this ability

# Game Modifications

- For utmost creative freedom, allow players to modify the game itself
- Pros
  - Popular with core gamers
  - Extends the lifespan of a game
- Cons
  - You have no control over the mod
  - Allowing players to create mods can put the reputation of your game at risk

# Level Editors

- Allow players to construct new levels for a game
  - Players may be able to construct a new landscape, place challenges in it, and write a script for the game engine to run
- Tools must be included with the game

# Bots

- Artificially intelligent opponent that the player can program
- Players create tougher opponents than the original game included

# Summary

- You should now understand
  - How players express themselves through their avatars
  - How to provide creative play
  - How to provide storytelling play
  - Why players create mods