Downtime Game

Michael J. Tresca

Characteristics of Games George Skaff Elias,Richard Garfield,K. Robert Gutschera,2020-12-08 Understanding games--whether computer games, card games, board games, or sports--by analyzing certain common traits. Characteristics of Games offers a new way to understand games: by focusing on certain traits--including number of players, rules, degrees of luck and skill needed, and reward/effort ratio--and using these characteristics as basic points of comparison and analysis. These issues are often discussed by game players and designers but seldom written about in any formal way. This book fills that gap. By emphasizing these player-centric basic concepts, the book provides a framework for game analysis from the viewpoint of a game designer. The book shows what all genres of games--board games, card games, computer games, and sports--have to teach each other. Today's game designers may find solutions to design problems when they look at classic games that have evolved over years of playing.

Board Game Family Ellie Dix,2019-07-19 A roadmap to integrating board gaming into family life, filled with inspiring ways to engage even the trickiest of teenagers and manage game nights with flair. In The Board Game Family: Reclaim your children from the screen, Ellie Dix offers a roadmap to integrating board gaming into family life and presents inspiring ways to engage even the trickiest of teenagers and manage game nights with flair. Many parents feel as if they are competing with screens for their children's attention. As their kids get older, they become more distant leading parents to worry about the quality of the already limited time they share. They yearn for tech-free time in which to reconnect, but don't know how to shift the balance. In The Board Game Family, teacher and educationalist Ellie Dix aims to help fellow parents by inviting them and their families into the unplugged and irresistible world of board games. The benefits of board gaming are far-reaching: playing games develops interpersonal skills, boosts confidence, improves memory formation and cognitive ability, and refines problem-solving and decision-making skills. With these rewards in mind, Ellie shares a wealth of top tips and stealthy strategies that parents can draw upon to unleash the potential of those dusty game boxes at the back of the cupboard and become teachers of outstanding gamesmanship equipped to navigate the unfolding drama of competition, thwart the common causes of arguments and bind together a happier, more socially cohesive family unit. The book contains useful tips on the practicalities of getting started and offers valuable guidance on how parents can build a consensus with their children around establishing a set of house rules that ensure fair play. Ellie also eloquently explains the 'metagame' and the key elements of gamification (the application of game-playing principles to everyday life), and describes how a healthy culture of competition and good gamesmanship can strengthen relationships. Furthermore, Ellie draws upon her vast knowledge to talk readers through the different types of board games available for example, time-bound or narrative-based games so that they can identify those that they feel would best suit their family's tastes. The book complements these insights with a comprehensive appendix of 100+ game descriptions, where each entry includes a brief overview of the game and provides key information about game length, player count and its mechanics. Ideal for all parents of 8 to 18-year-olds who want to breathe new life into their family time.

Building Blocks of Tabletop Game Design Geoffrey Engelstein,Isaac Shalev,2022-03-02 If games were lands to be explored, they would be far too large for one explorer to master. Building Blocks of Tabletop Game Design is a much-needed atlas for the explorer—giving a framework of what to look for in a game, and a focus for game play that will be useful for understanding the whole. The game scholar will find this invaluable. —Richard Garfield, creator of Magic: The Gathering People talk about the art of game design or the craft of game design. Engelstein and Shalev hone in on the science of game design with a razor-sharp scalpel. This book will be within arm's reach as I work on games and I expect it to be consulted often. —Rob Daviau, creator of Risk: Legacy and Chief Restoration Officer of Restoration Games The most comprehensive and well-researched encyclopedia of game mechanisms that I've seen to date. —Matt Leacock, creator of Pandemic Building Blocks of Tabletop Game Design: An Encyclopedia of Mechanisms, Second Edition compiles hundreds of game mechanisms, organized by category. The book can be read

cover-to-cover and used as a reference to solve a specific design problem or for inspiration and research on new designs. This second edition collects even more mechanisms, expands on and updates existing entries, and includes color images. Building Blocks is a great starting point for new designers, a handy guidebook for the experienced, and an ideal classroom reference. Each Game Mechanisms Entry Contains: The definition of the mechanism An explanatory diagram of the mechanism Discussion of how the mechanism is used in successful games Considerations for implementing the mechanism in new designs Geoffrey Engelstein is a game designer and educator. His designs include the Space Cadets series, The Dragon & Flagon, The Expanse, and Super Skill Pinball. He has published several books on game design, including GameTek: The Math and Science of Gaming, Achievement Relocked, and Game Production. He is on the faculty of the NYU Game Center as an adjunct professor for Board Game Design and has been invited to speak about game design at PAX, GenCon, Metatopia, and the Game Developers Conference. Isaac Shalev is a game designer, author, and educational games consultant. He has designed tabletop titles including Seikatsu, Waddle, and Show & Tile. He runs Sage70, Inc., a data strategy and games-based learning consultancy that serves nonprofit organizations. He lives in Cary, North Carolina with his wife, three children, and a dog.

Tabletop Game Accessibility Michael James Heron,2024-04-12 This foundational resource on the topic of tabletop game accessibility provides actionable guidelines on how to make games accessible for people with disabilities. This book contextualises this practical guidance within a philosophical framework of how the relatively abled can ethically address accessibility issues within game design. This book helps readers to build understanding and empathy across the various categories of accessibility. Chapters on each category introduce 'the science', outline the game mechanics and games that show exemplar problems, relate these to the real-world situations that every player may encounter, and then discuss how to create maximally accessible games with reference to the accessibility guidelines and specific games that show 'best-in-class' examples of solutions. This book will be of great interest to all professional tabletop and board game designers as well as digital game designers and designers of other physical products.

Legend - Elements C J Mcpherson, Legend – Elements is a universal, standalone tabletop RPG. It can be used to portray any setting, time period, technology level, genre, or storyline. It features systems for crafting, wilderness survival, customizable status effects, overland travel, social combat, hacking and vehicles. The combat system runs off the Flow Engine to simulate the dramatic action scenes found in movies and TV shows, rather than the boring hit point calculations most other games rely on. Characters can pick between over a dozen skills, each one of which is a complete playstyle in itself. Fight with swords, axes and spears with Melee; shoot, lay down suppressive fire and cripple your opponents with Marksmanship; build impressive combos and change your playstyle on the fly with Brawl. Also included are social combat skills, crafting, survival, theft, animal wrangling and vehicle piloting. Each skill comes with unique Abilities that can be used to customize your game even more. The game runs off the Elements Engine, using pools of six sided dice to resolve actions swiftly and fairly.

Time to Play the Game Tim Jousma,2010-12 Phil McKnight is just your average private eye, a job that takes him all across the great city of Grand Rapids, Michigan. In search of a quick job to pay off a huge debt, Phil takes on an assignment against his best judgement; finding a flash drive. But things too good to be true often turn out to be so. In the hunt for this item, he uncovers the identity of the true owner and discovers a plot by that owner to bring in a large shipment of drugs into town the very next day. In order to stop him, Phil McKnight must spend the next 24 hours scouring the streets of Grand Rapids, meeting up with the creme de la creme of the local underworld, in order to bring this man down.

Game Design Lewis Pulsipher,2012-08-08 Many aspiring game designers have crippling misconceptions about the process involved in creating a game from scratch, believing a "big idea" is all that is needed to get started. But game design requires action as well as thought, and proper training and practice to do so skillfully. In this indispensible guide, a published commercial game

designer and longtime teacher offers practical instruction in the art of video and tabletop game design. The topics explored include the varying types of games, vital preliminaries of making a game, the nuts and bolts of devising a game, creating a prototype, testing, designing levels, technical aspects, and assessing nature of the audience. With practice challenges, a list of resources for further exploration, and a glossary of industry terms, this manual is essential for the nascent game designer and offers food for thought for even the most experienced professional.

Unboxed Gordon Calleja,2022-10-04 An in-depth exploration of the experience of playing board games and how game designers shape that experience. In Unboxed, Gordon Calleja explores the experience of playing board games and how game designers shape that experience. Calleja examines key aspects of board game experience—the nature of play, attention, rules, sociality, imagination, narrative, materiality, and immersion—to offer a theory of board game experience and a model for understanding game involvement that is relevant to the analysis, criticism, and design of board games. Drawing on interviews with thirty-two leading board game designers and critics, Calleja—himself a board game designer—provides the set of conceptual tools that board game design has thus far lacked. After considering different conceptions of play, Calleja discusses the nature and role of attention and goes on to outline the key forms of involvement that make up the board game playing experience. In subsequent chapters, Calleja explores each of these forms of involvement, considering both the experience itself and the design considerations that bring it into being. Calleja brings this analysis together in a chapter that maps how these forms of involvement come together in the moment of gameplay, and how their combination shapes the flow of player affect. By tracing the processes by which players experience these moments of rule-mediated, imagination-fueled sociality, Calleja helps us understand the richness of the gameplay experience packed into the humble board game box.

The Game Audio Strategy Guide Gina Zdanowicz,Spencer Bambrick,2019-12-10 The Game Audio Strategy Guide is a comprehensive text designed to turn both novices and experienced audio designers into technical game audio pros. Providing both a theoretical foundation and practical insights, The Game Audio Strategy Guide offers a thorough look at the tools and methods needed to create industry-quality music and sound design for games. The text is supported by an extensive companion website, featuring numerous practical tutorials and exercises, which allows the reader to gain hands-on experience creating and implementing audio assets for games. The Game Audio Strategy Guide is the essential manual for anyone interested in creating audio for games, inside or outside the classroom.

How Fortnite Became A Global Video Game Phenomenon, How Fortnite Changed People's Lives, And How To Earn Revenue As A Fortnite Player Dr. Harrison Sachs,2019-06-12 This essay sheds light on how Fortnite became a global video game phenomenon, explicate how Fortnite changed people's lives, and expounds upon how to earn revenue as a Fortnite player. Fortnite was able to achieve the stupendous feat of becoming a global video game phenomenon during its incipience. There are a multitude of reasons as to why Fortnite was able to become global video game phenomenon during its genesis as one of the utmost popular video games of all time as of November of 2023. Fortnite's extreme popularity among gamers is not solely attributed to Fortnite launching as a free-to-play battle royale video game. Fortnite is far more than a conventional battle royale video game. Fortnite has three unique game modes and is one of the utmost popular video games for gamers to watch live stream broadcasts of as of November of 2023. Fortnite not only offers Battle Royale modes, but also offers a sandbox game mode that is called Fortnite Creative. Furthermore, Fortnite also offer a "player versus environment cooperative game mode" that is called "Fortnite: Save The World". As of November of 2023, Fortnite has gained significant traction as the utmost popular free-to-play battle royale video game of all time. Live stream broadcasts of Fortnite battle royale matches have accrued substantial concurrent views. Fortnite became all the more popular as a video game to watch live stream broadcasts of shortly after "Drake the rapper joined one of Twitch's most popular gaming streamers, Ninja, for a Fortnite game. The stream set an all-time record for highest number of concurrent views" (Lorenz, 2018).

"Fortnite holds the record for the most videos related to a video game uploaded in a single month to YouTube. Fortnite even set a record for biggest single live gaming stream on YouTube with more than 1,100,000 live viewers" (Lorenz, 2018). An exorbitant amount of Fortnite gameplay videos on YouTube have been able to summarily build substantial traction and swiftly attained viral video status. The appeal of Fortnite among gamers can be partially attributed to the popularity of live stream broadcasts of battle royale video games. Epic Games was able to develop an exhilarating battle royale video game that furnishes live streamers with a frictionless live stream broadcasting experience not only because Fortnite is easily accessible to live streamers due to it being a free-to-play battle royale video game, but also because Fortnite has customizable graphics quality settings and is also able to provide substantial downtime to live streamers during their live stream broadcast sessions of Fortnite battle royale matches. Downtime during live stream broadcast sessions of Fortnite battle royale matches transpires when the live streamer is not in the fray of combat when partaking in Fortnite battle royale matches which furnishes him with ample time to be able to communicate with the viewers of his live stream broadcasts during his live stream broadcast sessions. Live streamers should aim to be engaging during their live stream broadcast sessions by frequently confabulating with their viewers during their live stream broadcast sessions since neglecting to communicate with their viewers during their live stream broadcast sessions can adversely impact their concurrent viewership levels on their live stream broadcast sessions. Having low concurrent viewership levels on their live stream broadcast sessions can undermine a live streamer's earning potential if it results in him forgoing generating additional potential advertisement revenue, forgoing generating additional potential subscription revenue, and forgoing generating additional potential donation revenue. Live streamers are able to interact with their viewers amid their live stream broadcast sessions as they are roaming around the spacious battle royale island map in Fortnite battle royale matches. The capacious battle royale island map in Fortnite battle royale matches is devoid of non-playable characters and is mostly desolated. Epic Games, the publisher and developer of Fortnite, has played a pivotal role in contributing to the surge of popularity in the battle royale video game subgenre via the seamless integration of the battle royale game modes in Fortnite. Epic Games has also integrated elements of a survival video game into the battle royale game modes in Fortnite. In the battle royale game modes in Fortnite, players need to cope with having access to an infinitesimal amount of resources on the spacious battle royale island map in Fortnite battle royale matches while they are attempting to survive the Fortnite battle royale matches.

Analog Game Studies: Volume IV Evan Torner,Aaron Trammell,Emma Leigh Waldron,Shelly Jones,

Down-Time Books Ltd Parragon,2016-10-04 Downtime is a game pad that includes over 45 sheets of activities to help you pass the time.

On Downtime and Demesnes Mike Evans,Arnold Kemp,Chris Tamm,2019-12-15 Do you sometimes wish you didn't have to put in so much effort into engaging your players in tabletop role-playing games? Wouldn't it be nice if they couldn't wait to play around in your world? If they were pushing you to spend more time in the land you create?On Downtime and Demesnes contains: Systems that motivate playersSimple usable procedures that workCreativity and inspiration for adventureNo longer will your players wonder what their characters should do with all their gold. It includes clear, common-sense rules for everything from starting a cult, making sacrifices to gods, to hiring mercenaries and building vehicles and castles.Going to an arena fight? Take seconds to determine the purse, peruse mechanics to handle the arena crowd, pick some ideas for interesting arenas, and select an opponent like the Necrourge: a master of the dark arts of necrourgy, who raises the bodies of traitors or other criminals after they have been forced to fight in the arena and died. What's it for?The downtime goals give agency to players, and let them build a dynasty. Imagine a group eager to explore your world because they have their own plans! These objective procedures give players tools that fire a desire to dive into your creative world, discover its detailed history, and make their mark on it.It gives your players the tools to make their wildest ideas come to life, without

breaking your campaign or your suspension of disbelief, all the while driving them to adventure in your world. On Downtime and Demesnes is filled with tools that work. Build a flying ship, enchant it; or build a wizards tower and raise fortifications in the surrounding lands. All with simple, scalable, rules compatible with the 5th edition of the world's most popular role-playing game!This is a book used in every game you run. Your next campaign, the one after that, the one after that. . . Not one wasted word. Every page is crammed with content and creativity. No filler. Tools that let players build castles and control land, without disassociated mechanics. This is the stronghold book you've been looking for

The Evolution of Fantasy Role-Playing Games Michael J. Tresca,2014-01-10 Tracing the evolution of fantasy gaming from its origins in tabletop war and collectible card games to contemporary web-based live action and massive multi-player games, this book examines the archetypes and concepts within the fantasy gaming genre alongside the roles and functions of the game players themselves. Other topics include: how The Hobbit and The Lord of the Rings helped shape fantasy gaming through Tolkien's obsessive attention to detail and virtual world building; the community-based fellowship embraced by players of both play-by-post and persistent browser-based games, despite the fact that these games are fundamentally solo experiences; the origins of gamebooks and interactive fiction; and the evolution of online gaming in terms of technological capabilities, media richness, narrative structure, coding authority, and participant roles.

Elements of Game Design Robert Zubek,2020-08-18 An introduction to the basic concepts of game design, focusing on techniques used in commercial game production. This textbook by a well-known game designer introduces the basics of game design, covering tools and techniques used by practitioners in commercial game production. It presents a model for analyzing game design in terms of three interconnected levels—mechanics and systems, gameplay, and player experience—and explains how novice game designers can use these three levels as a framework to guide their design process. The text is notable for emphasizing models and vocabulary used in industry practice and focusing on the design of games as dynamic systems of gameplay. The book first introduces the core model and framework for analyzing and designing games. It then discusses the three levels in detail, explaining player experience and identifying design goals; introducing low-level structural analysis of gameplay in terms of basic mechanics; describing how mechanics build up into systems; and presenting concepts for understanding gameplay, defined as the dynamic behavior of players when they interact with mechanics and systems. Finally, the book offers students advice on creating game prototypes using an iterative, user-centered process. Each chapter offers a set of exercises for individuals and design challenges for groups.

Games and Gamification in Market Research Betty Adamou,2018-11-03 Games are the most engaging medium of all time: they harness storytelling and heuristics, drive emotion and push the evolution of technology in a way that no other platform has or can. It's no surprise, then, that games and gamification are revolutionizing the market research industry, offering opportunities to reinvigorate the notoriously sluggish engagement levels seen in traditional surveying methods. This not only improves data quality, but offers untapped insights unattainable through traditional methods. Games and Gamification in Market Research shows readers how to design ResearchGames and Gamified Surveys that will intrinsically engage participants and how best to use these methodologies to become, and stay, commercially competitive. In a world where brands and organizations are increasingly interested in the feelings and contexts that drive consumer choices, Games and Gamification in Market Research gives readers the skills to use the components in games to encourage play and observe consumer behaviours via simulations for predictive modelling. Written by Betty Adamou, the UK's leading research game designer and named as one of seven women shaping the future of market research, it explains the ways in which these methodologies will evolve with technologies such as virtual reality and artificial intelligence, and how it will shape research careers. Alongside a companion website, this book provides a fully immersive and fascinating overview of game-based research.

Digital Cityscapes Adriana de Souza e Silva,Daniel M. Sutko,2009 The convergence of

smartphones, GPS, the Internet, and social networks has given rise to a playful, educational, and social media known as location-based and hybrid reality games. The essays in this book investigate this new phenomenon and provide a broad overview of the emerging field of location-aware mobile games, highlighting critical, social scientific, and design approaches to these types of games, and drawing attention to the social and cultural implications of mobile technologies in contemporary society. With a comprehensive approach that includes theory, design, and education, this edited volume is one of the first scholarly works to engage the emerging area of multi-user location-based mobile games and hybrid reality games. It is appropriate for undergraduate and graduate courses covering mobile phone or gaming culture, media history and educational technology, as well as researchers and the general public.

Advanced Game Design with HTML5 and JavaScript Rex van der Spuy,2015-05-13 How do you make a video game? Advanced Game Design with HTML5 and JavaScript is a down to earth education in how to make video games from scratch, using the powerful HTML5 and JavaScript technologies. This book is a point-by-point round up of all the essential techniques that every game designer needs to know. You'll discover how to create and render game graphics, add interactivity, sound, and animation. You'll learn how to build your own custom game engine with reusable components so that you can quickly develop games with maximum impact and minimum code. You'll also learn the secrets of vector math and advanced collision detection techniques, all of which are covered in a friendly and non-technical manner. You'll find detailed working examples, with hundreds of illustrations and thousands of lines of source code that you can freely adapt for your own projects. All the math and programming techniques are elaborately explained and examples are open-ended to encourage you to think of original ways to use these techniques in your own games. You can use what you learn in this book to make games for desktops, mobile phones, tablets or the Web. Advanced Game Design with HTML5 and JavaScript is a great next step for experienced programmers or ambitious beginners who already have some JavaScript experience, and want to jump head first into the world of video game development. It's also great follow-up book for readers of Foundation Game Design with HTML5 and JavaScript (by the same author) who want to add depth and precision to their skills. The game examples in this book use pure JavaScript, so you can code as close to the metal as possible without having to be dependent on any limiting frameworks or game engines. No libraries, no dependencies, no third-party plugins: just you, your computer, and the code. If you're looking for a book to take your game design skills into the stratosphere and beyond, this is it!

Tabletop Drew Davidson,Greg Costikyan,2011-08 In this volume, people of diverse backgrounds talk about tabletop games, game culture, and the intersection of games with learning, theater, and other forms. Some have chosen to write about their design process, others about games they admire, others about the culture of tabletop games and their fans. The results are various and individual, but all cast some light on what is a multivarious and fascinating set of game styles.

Designing Games for Children Carla Fisher,2014-12-03 When making games for kids, it's tempting to simply wing-it on the design. We were all children once, right? The reality is that adults are far removed from the cognitive changes and the motor skill challenges that are the hallmark of the developing child. Designing Games for Children, helps you understand these developmental needs of children and how to effectively apply them to games. Whether you're a seasoned game designer, a children's media professional, or an instructor teaching the next generation of game designers, Designing Games for Children is the first book dedicated to service the specific needs of children's game designers. This is a hands-on manual of child psychology as it relates to game design and the common challenges designers face. Designing Games for Children is the definitive, comprehensive guide to making great games for kids, featuring: Guidelines and recommendations divided by the most common target audiences – babies and toddlers (0-2), preschoolers (3-5), early elementary students (6-8), and tweens (9-12). Approachable and actionable breakdown of child developmental psychology, including cognitive, physical, social, and emotional development, as it applies to game design Game design insights and guidelines for all aspects of game production, from

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