February

- 6th (Friday) - Testing Strategies
- 13th (Friday) - Guest Lecturer (TBA)
- 20th (Friday) - Guest Lecturer (TBA)
- 27th (Friday) - Guest Lecturer (TBA)
March

- 6th (Friday) - Peer testing session
- 13th (Friday) - Demos Evaluations
- 20th (Friday) - Guest Lecturer (TBA)
- 27th (Friday) - Guest Lecturer (TBA)
April

- 3rd (Friday) - Peer testing session
- 10th (Friday) - Holiday, no class
- 14th (Tuesday) - Acceptance Test
- 14th (Tuesday) – Final Deadline for handing in game and manual
Uncanny Valley

Low level of expectation

Rayman, Raving Rabbits : Ubisoft
G Man : Half Life 2 : Valve Entertainment
Not quite right ...

Final Fantasy, the Spirit Within : Warner Bros
Pretty close ...
Keep it simple

Alien Hominid
Categories of Games

- Action
- Adventure
- Fighting
- Dance Music Party Singing
- Puzzle & Cards
- Role-Playing
- Massively Multiplayer
- Shooter
- Simulation
- Sports
- Strategy
Fighting Game

Tekken 6

Street Fighter II

Battle Arena Toshiden
Racing Game

Need for Speed Carbon

Sega Rally

Rad Racer
JRPG Battles

Eternal Sonata

Dragon Warrior

Final Fantasy VII
King's Bounty
Heroes of Might and Magic II
Multiple Units

Total Annihilation
The Future

Starcraft 2
The Great Sea Battle: The Game of Battleship
Age of Booty
What do these strategy games have in common?
Common Elements

- Command Interface
- Unit Information
- Minimap
Command interface
Where is the information
Mal'Ganis
Level 8 Dreadlord

Damage: 49 - 59
Strength: 37
Agility: 23
Intelligence: 35

Player5

Undead Elite Guard
Mal'Ganis
Level 8

Town Center
2400/2400
Creating - 46%
Villager
Mini Map
Multi player

- Chat box
- Other player's status
- Event list
How do I know an interface is good?