iOS Games—Part 2

Game Design

Session 403

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GRL Games

These are confidential sessions—please refrain from streaming, blogging, or taking pictures

iOS Games—Part 1

- The secret sauce to
  - Game Center
  - iCloud
  - GL Kit
  - AirPlay

iOS Games

It is a great time to be making games for iOS

iOS Games—Part 2

- Long way from first-generation iPhone
  - Graphics much more powerful
  - New and powerful toolkits such as Game Center
  - Games themselves are also evolving

10 Ideas for Making Games Great

1. Design to the Platform

Design to the Platform

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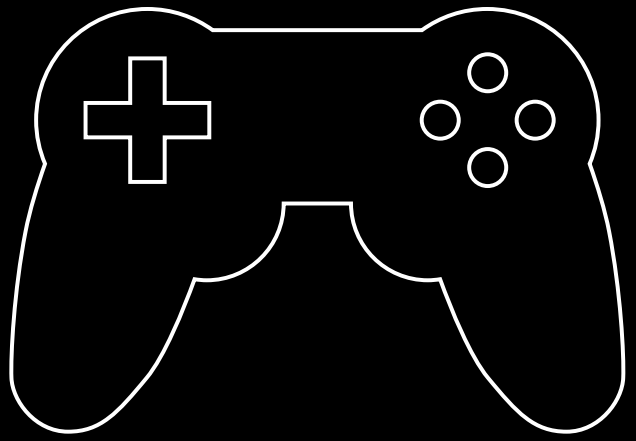


Design to the Platform

- We are holding the world
- We are touching the world
- We are sharing the world

Design to the Platform

Harbor Master

Design to the Platform

Different devices

Design to the Platform

Example: iMovie

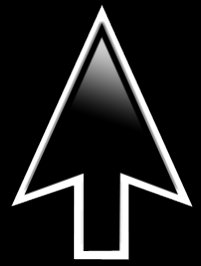
Design to the Platform

Design to the Platform

Direct interaction

Design to the Platform

Indirect interaction



Design to the Platform

Discoverable and useable

Design to the Platform

Touching the world

- It is great to have 60hz in action games
- But you need that in word games too!

10 Principles
For Making Great Games

1. Design to the platform

2. Design in Audio from the Start

Audio

- Many different environments for sound on iOS
  - Designing audio from the beginning
  - Speakers and headphones
  - Where people are playing

Audio

Adding to immersion

- Pervasive mood
- Fantastic audio

We got The Megatome & we are the smartest.

about 8 hours ago

#sworcery

Superbrothers

Sword & Sworcery EP

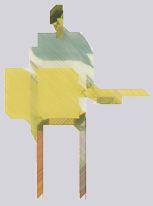
Nathan Vella, Cofounder and President
Capybara Games

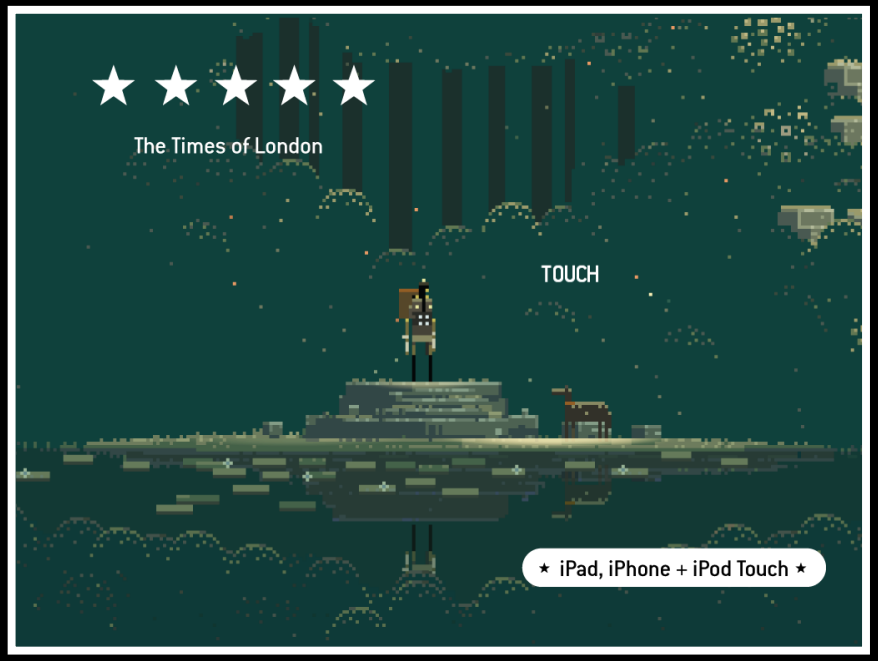
Craig Adams, Creative Director
Superbrothers

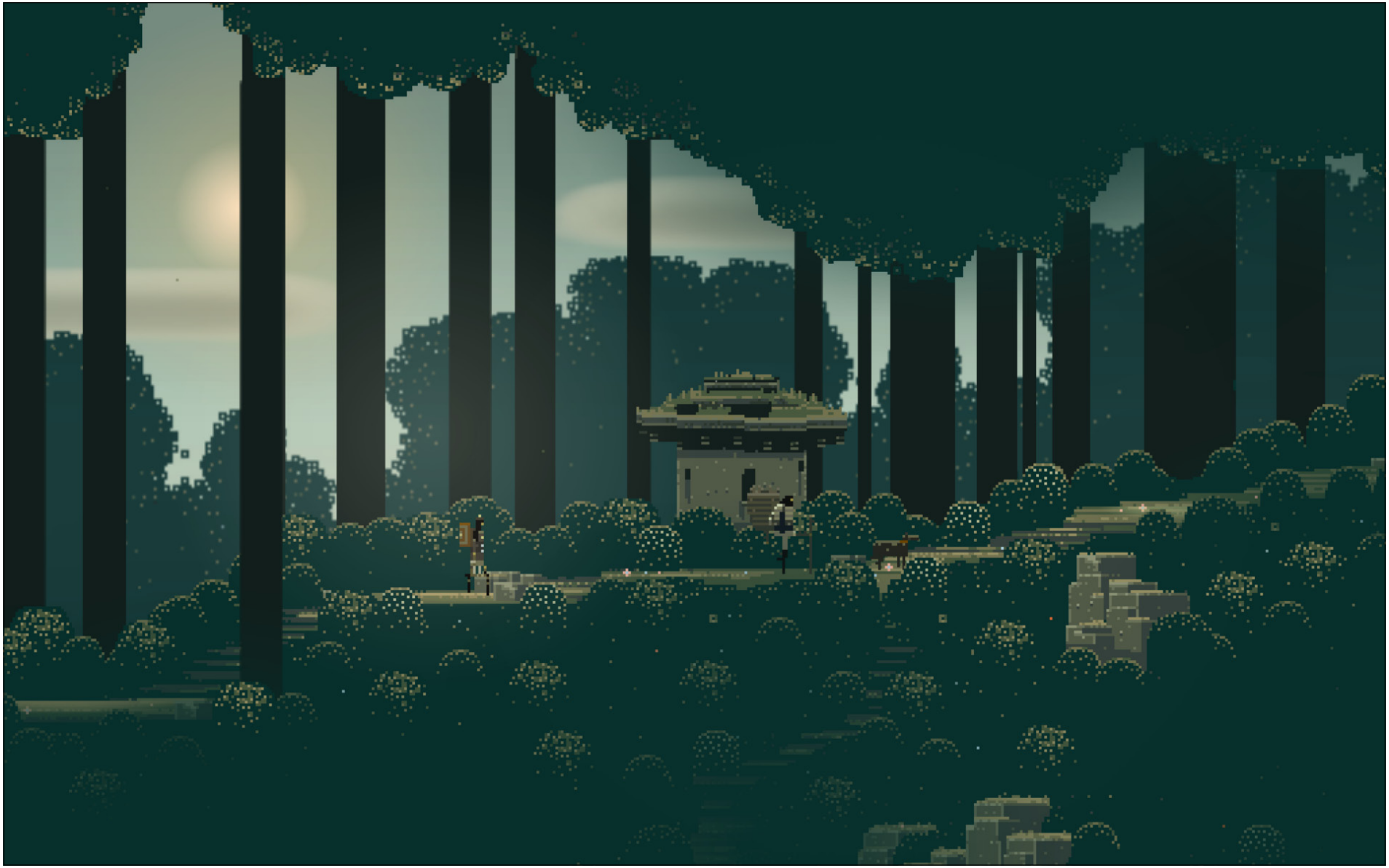
SUPERBROTHERS

★ Sword & Sworcery EP ★

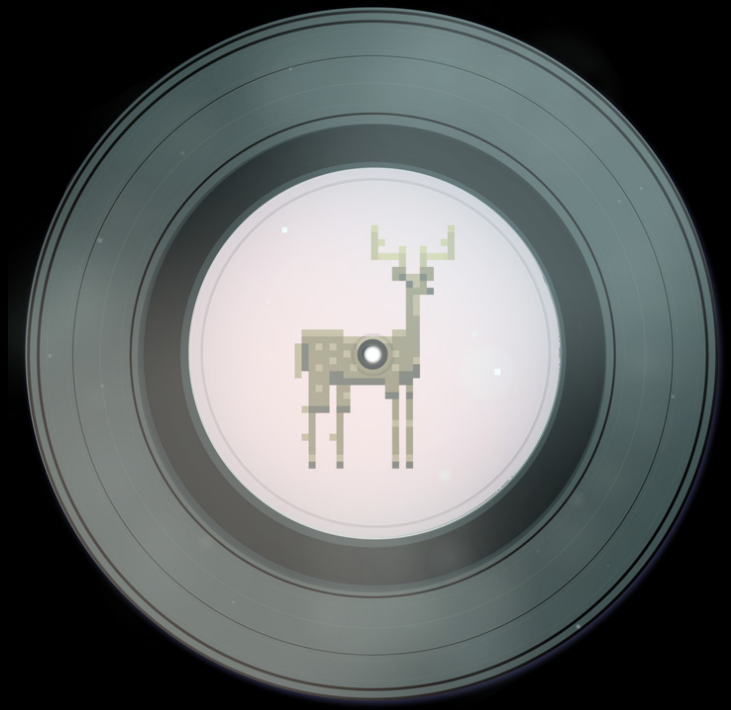
WITH SONGS & SOUNDS BY JIM GUTHRIE




★ ★ ★ ★ ★
The Times of London
TOUCH
★ iPad, iPhone + iPod Touch ★

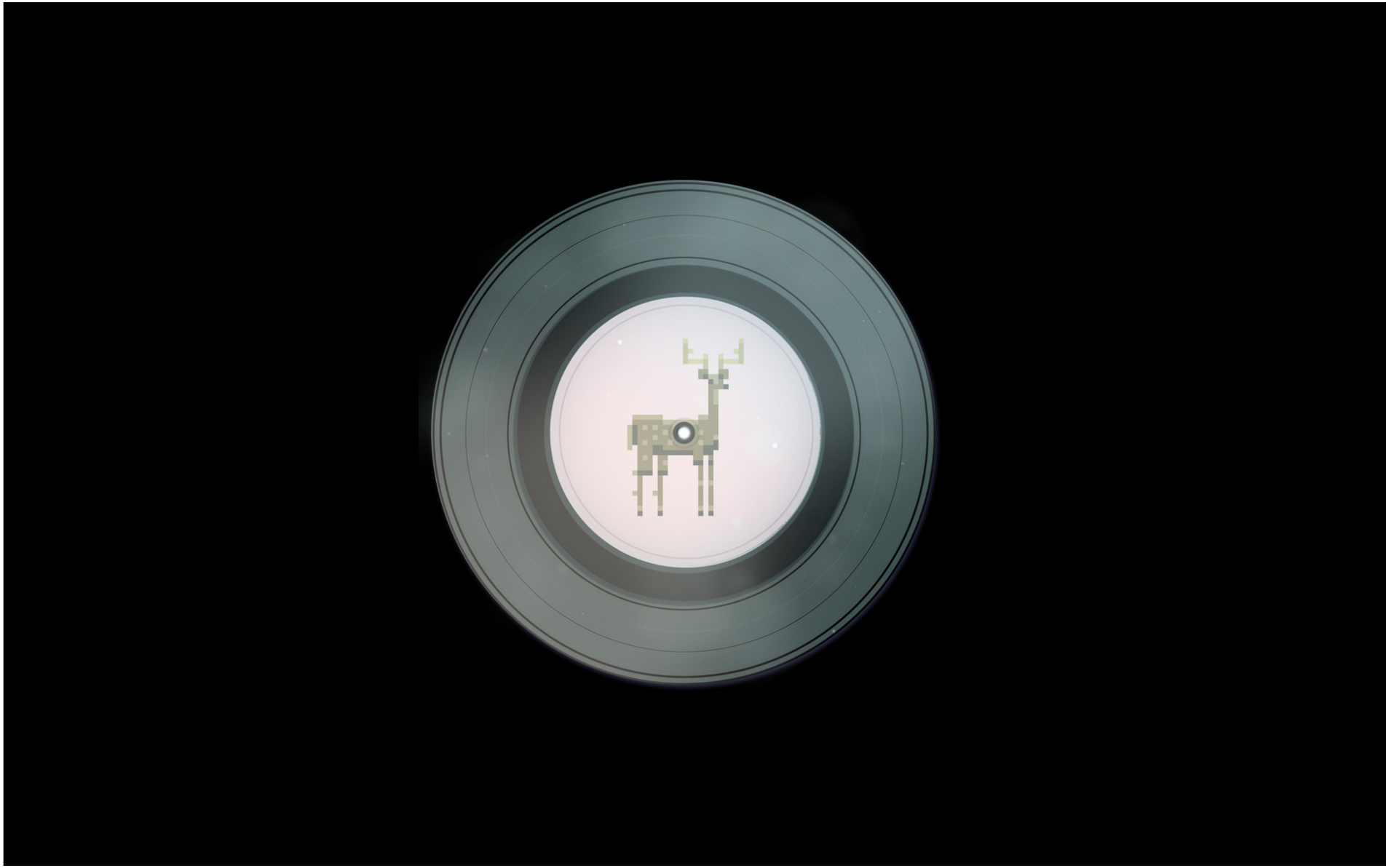


“...it’s like a record you can hang out in.”



Demo

Superbrothers: Sword & Sworcery EP



jim guthrie
SUPERBROTHERS

Royal City

ROYAL
CITY

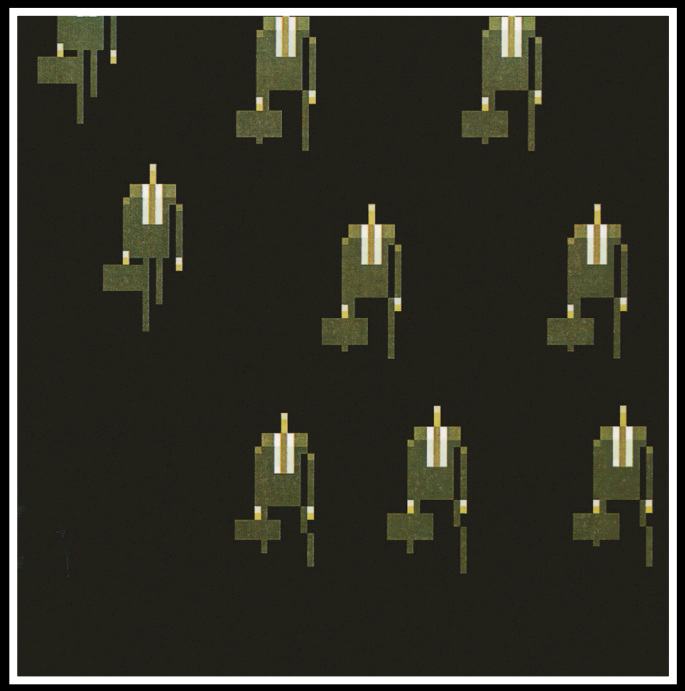
JIM GUTHRIE
NOW, MORE
THAN EVER

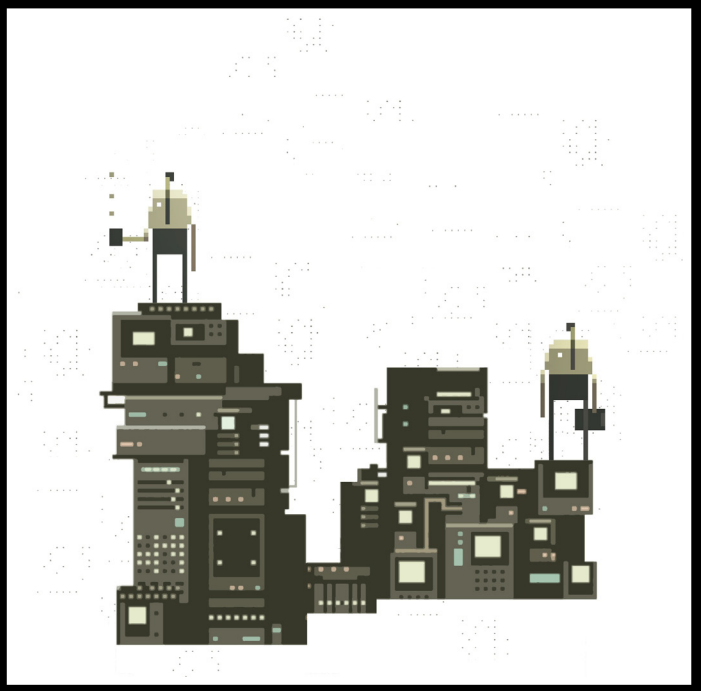
Start with Great Music

Jim Guthrie: composer

Songs as a Foundation

Superbrothers + Jim Guthrie





Pre-Visualization

Interpreting the Song

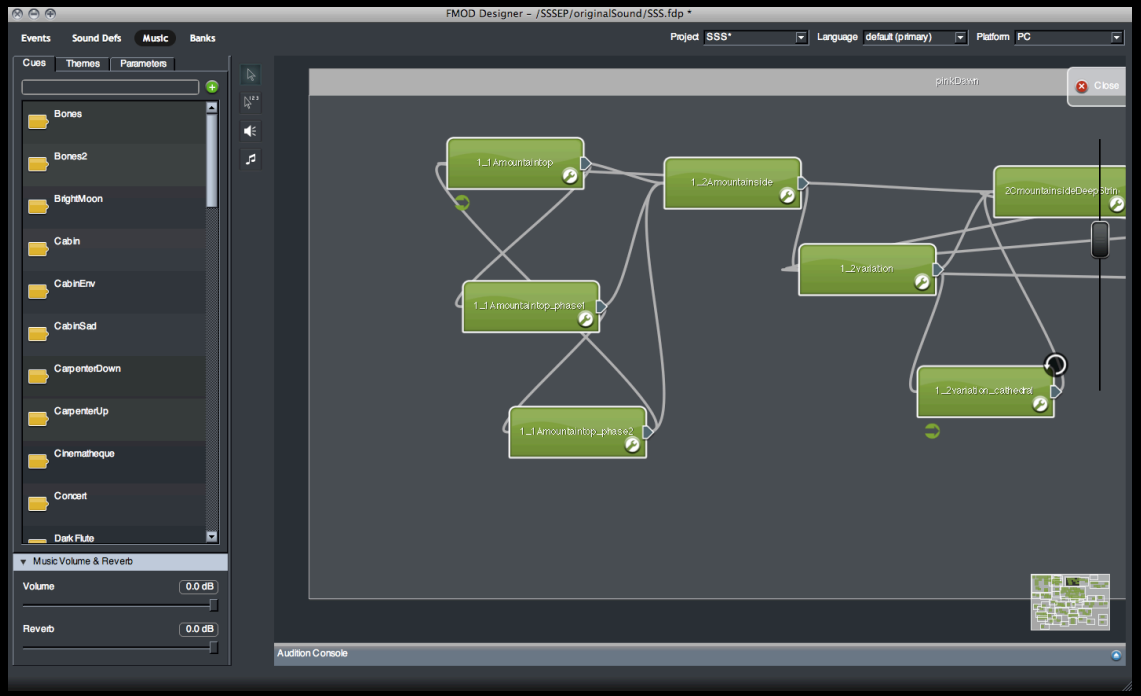
Playable Prototype

Implementation and development

Song > Pre-Viz > Prototype

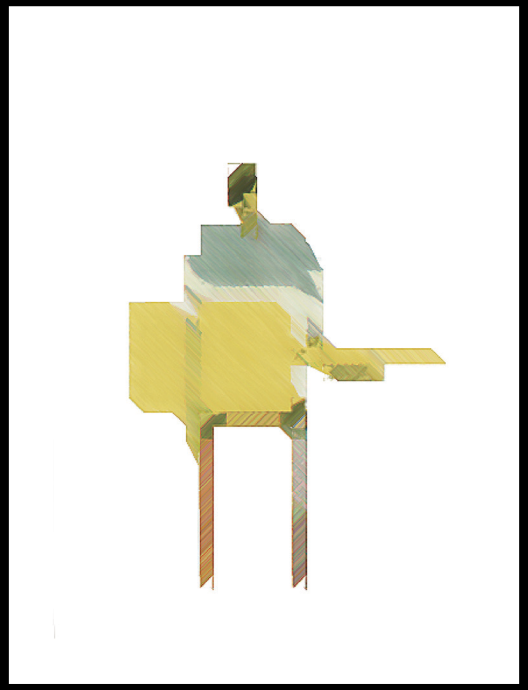
Iterative Audio Design

Using FMOD

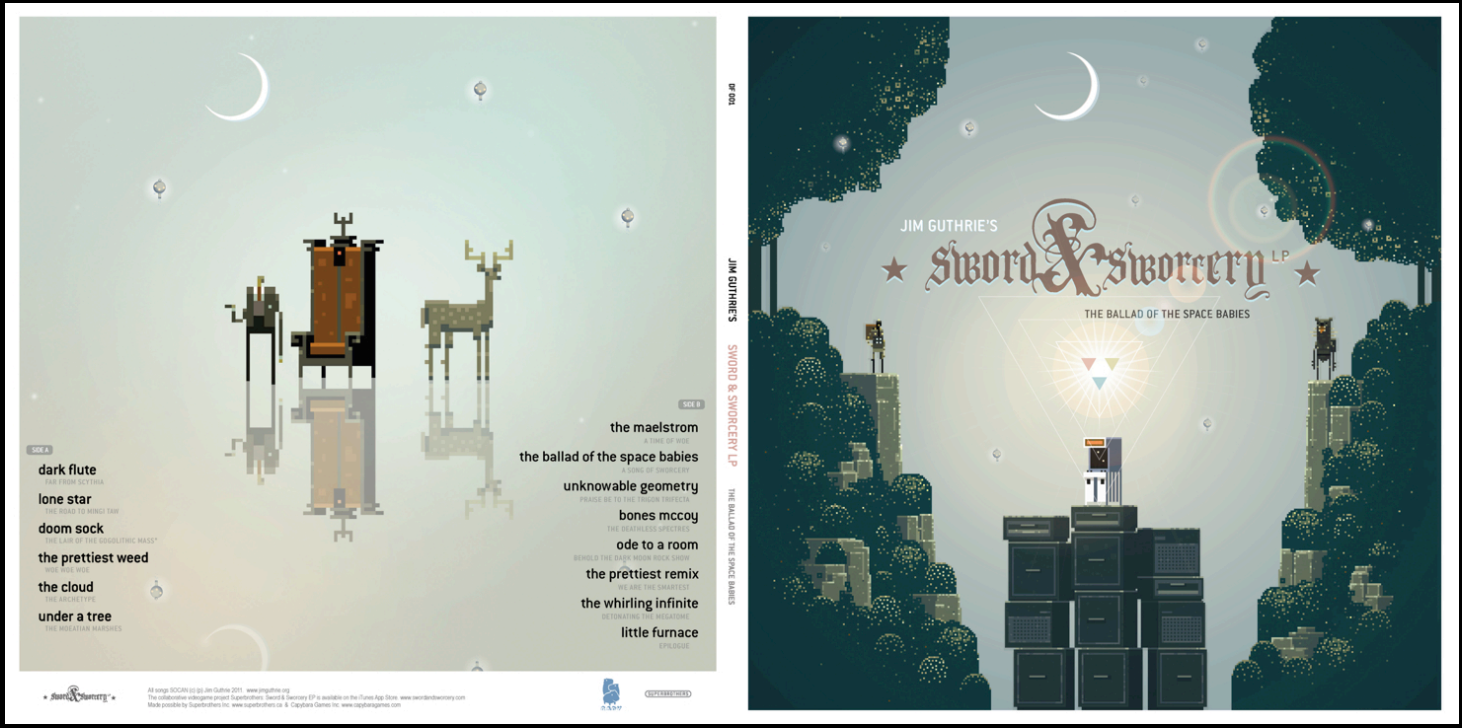


Collaborative Process

Composer as co-creator



Sword & Sworcery LP



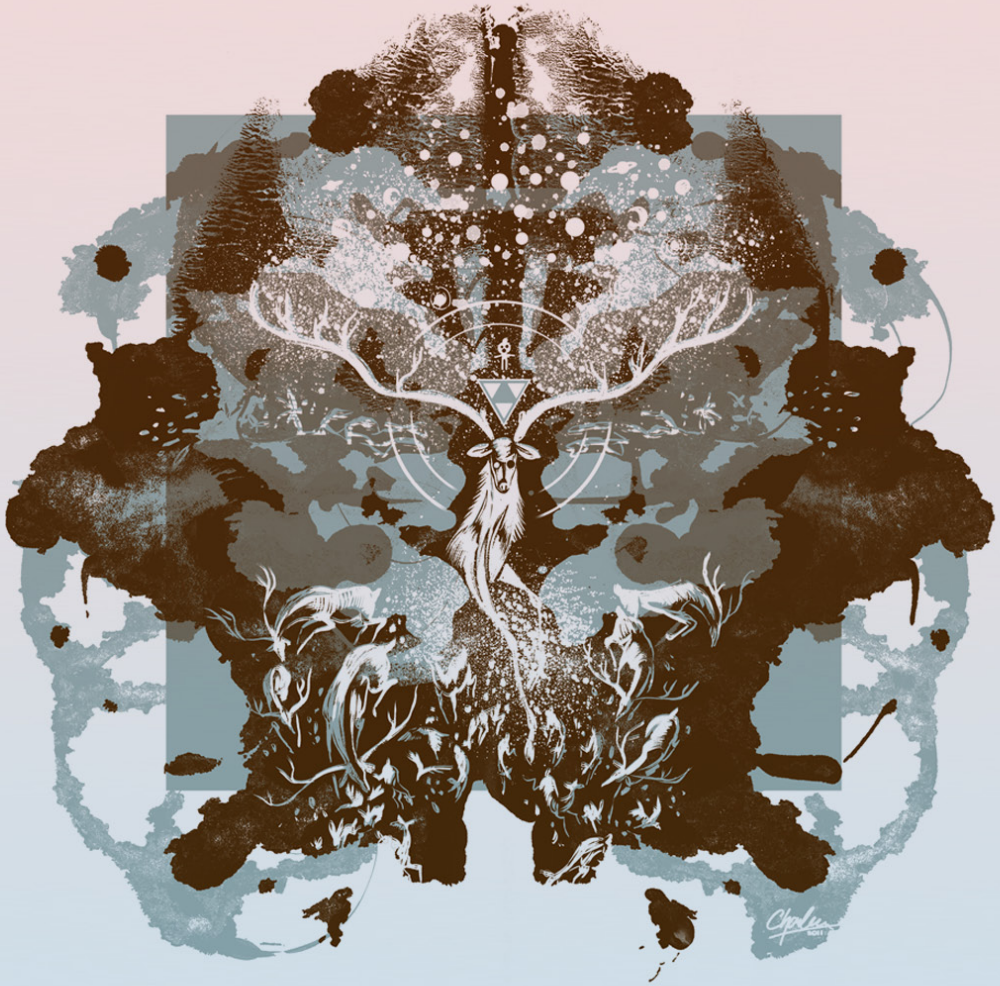
There Is an Audience for Songs, Style, and Soul

There Is an Audience for Songs, Style, and Soul

Trust in Collaboration

There Is an Audience for Songs, Style, and Soul

Anything Is Possible



swordandsworcery.com

10 Principles
For Making Great Games

1. Design to the platform
2. Design in audio from the start

3. Leverage Game Center

Game Center

- Leaderboards—friend to friend
- Achievements—individual challenges
  - Creative
  - Fun
  - Make them interesting

Game Center

Beyond tic-tac-toe

- Add a challenge mode to your single-player game
- Co-op action game checkpoints
- Think outside the box!

Game Center

- Photos
  - I love seeing pictures
  - Developers love OS photos

“Am I not destroying my enemies when I make friends of them?”

Abraham Lincoln

Game Center

The secret sauce to your games

- Your friends
- Who play games

10 Principles
For Making Great Games

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3. Leverage Game Center

4. Go the Extra Mile

Go the Extra Mile

- Polish is everything
- Polish is more than UI—use iOS technologies
  - Make sure the gameplay engages and builds
  - Read reviews
  - Add preferences you will never use yourself

Go the Extra Mile

- Try your game on every device you will sell it for
- Check every path through your app
- Development- and release-environment differences
  - Two paths through a server
  - Lots more friends in release!
- Think about that first update now

10 Principles
For Making Great Games

1. Design to the platform
2. Design in audio from the start
3. Leverage Game Center
4. Go the extra mile

5. Refine Through Play Testing

Refinement

Play testing

- You do not come with every app install
- Hold back—watch people complain
- Better that they complain to you than on the App Store

Refinement

Scope

- Feature-creep design
- Gameplay stats
- Prioritize your work
- Cut features

10 Principles
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4. Go the extra mile
5. Refine through play testing

6. Optimize

Optimize

Graphics

- Approach to optimization
  - Brain first
  - Then tools

  - GL Analyzer
  - GL Detective
  - XCode GL Debugger

Optimize

Startup time

- The 3-second rule
  - Defer asset loading
  - Thread code
  - Work out what's going on

Optimize

Battery life

- All these devices run off batteries
- Players are sensitive to power-hungry applications
- Test and retest between updates
- Fortunately, there is an app for that

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7. Connect

Connect

Update your players

- Add a news section to your app that you can push to
  - This may become your primary marketing channel
  - It is a good way of talking to your players on their terms
  - Remember to update it postlaunch

Connect

Feedback

- Provide an in-game mechanism for your players to contact you
  - Make this opt-in

Connect

Community

- Allow users to share gameplay experiences
  - Puzzle solutions
  - Race ghosts
  - Jump flags

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7. Connect

8. Localize

Localize

World market

- Design for localization
- Markets outside North America are growing
- Localize your app description
- Localize your app

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9. Get Up and Running

Get Up and Running

Day two

- Make it run on paper, chalkboards, whiteboards, cards, etc.
  - Play it every day
  - Do not let technology stop you from playing your game

Get Up and Running

Reality is overrated

- Super-duper renderer/physics, etc.
  - Absolutely great
  - Absolutely terrible if this is all you work on

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7. Connect
8. Localize
9. Get up and running

10. Embrace the Platform

Embrace the Platform

Game programming

- iOS SDK provides a stable foundation
  - Better than rolling your own
  - Expected behavior
  - Finish your game faster
  - Be an iOS app

Embrace the Platform

Save games and home buttons

- The home button is the save-game button
- Most of these things are also phones
- You need to accept that and play nice
- Remember to pause the game when they return

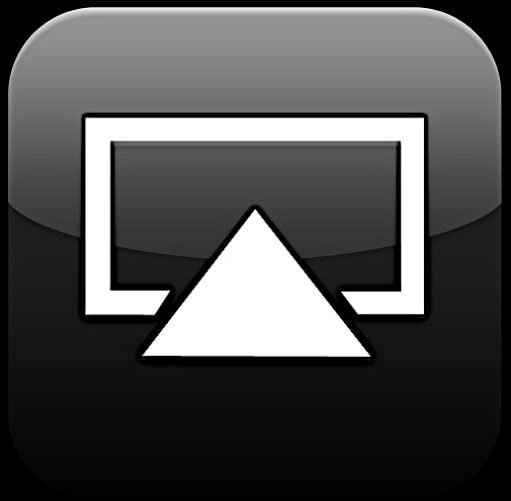
Embrace the Platform

iOS 5—iCloud

- Think about more than syncing
- Universal Apps become much more attractive
- Different gameplay, different devices, one game

Embrace the Platform

iOS 5—AirPlay



- What is the player looking at?
- Opportunity
  - Many local devices

iOS Games - Part 2

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4. Go the extra mile
5. Refine through play testing
6. Optimize
7. Connect
8. Localize
9. Get up and running
10. Embrace the platform

Make It Fantastic!

Thank You

Game Center Sessions

Introduction to Game Center	Mission Tuesday 4:30PM
Multiplayer Gaming with Game Center	Mission Wednesday 10:15AM
Turn-Based Gaming with Game Center	Mission Wednesday 11:30AM
Introduction to Game Center	Russian Hill Friday 9:00AM

iCloud Sessions

iCloud Storage Overview	Presidio Tuesday 11:30AM
Taking Advantage of File Coordination	Pacific Heights Tuesday 4:30PM
Storing Documents in iCloud Using iOS 5	Presidio Wednesday 3:15PM

OpenGL ES Sessions

Advances in OpenGL ES for iOS 5	Mission Wednesday 2:00PM
Tools for Tuning OpenGL ES Apps on iOS	Mission Wednesday 3:15PM
Best Practices for OpenGL ES Apps in iOS	Mission Wednesday 4:30PM

AirPlay Session

AirPlay and External Displays in iOS Apps	Presidio Tuesday 3:15PM

Labs

Game Design for iOS Lab	Graphics, Media & Games Lab A Tuesday 2:00PM

For More Information

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WWDC2011