

MAS.490: Introduction to Game Design

Problem Set #8

Due November 7, 2002 at 3pm. Send problem sets to orwant@media.mit.edu.

Your task for this problem set is to design a networked first person shooter. You can choose any theme you want, so long as it's not overtly derivative of any currently existing game. Pretend that you're a game developer, and I'm a game publisher – you have to convince me that your game will be fun, but also that it won't be overshadowed by the competition.

1. What is the theme of your game? Who is the hero of your first-person shooter, and what are his goals? How do the goals change between single-player mode and multi-player mode?
2. What is the mood? That is, what is the atmosphere – the visuals, the music, the pacing?
3. What will the heads-up display contain?
4. Assume this is being developed for a console with a joypad. The player's primary controls will be an analog joystick and two buttons: the primary button (which you expect them to press often) and a secondary button (which they'll press less often). What will all of these do in your game? If you need any extra controls, you can choose to add a trigger button and/or a set of four directional buttons.
5. How will the AI in the game work? Will the AI only be used in single-player mode?
6. In multi-player (networked) mode, how will the game react when a player drops out? How will the game react when a packet is dropped?
7. Now suppose you're a malicious player, and you wanted to hack the multi-player version of your game. What would you do? For instance, could you create a client that would aim perfectly for you every time? How might such hacks be prevented?