

# Computer Games 2013 Game Creation Assignment: LBP

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#### **Practical Assignment**



- Each group has to deliver
  - A playable game (level)
  - A game concept document for this level
    - 2 page, 12pt, Roman font
  - A postmortem document for this level
    - 2 page, 12pt, Roman font
  - A presentation of the level
    - Just a few slides





- You control Sackgirl (Sackboy)
- You jump and run through levels
  - Story Levels
  - Community Levels
- You create levels
  - ... and publish them online
- Support for USB saves ...







- Key Game Features
  - Basic jump & run
    - Puzzle, story, bosses
  - Multiplayer (on- and offline)
    - Cooperative & competitive
  - Express yourself
    - Customize Sackgirl (Sackboy)
    - Talk & wave
  - Collectibles
    - throughout the levels







Co-op trailer





- Creating Stories
  - show Trailer "Danger"



#### LBP: Key Level Elements



- Portal
  - Checkpoints, intermediate saves, lives
- High score table
  - Spatial "goal"
- Bubbles
  - Scoring ...
- Race portals



#### LBP: Key Level Elements



- Different material
  - Grab, glide, move, fly, etc.
- Physics
  - gravity, friction, etc.
- Mechanics
  - motors, rubber bands, springs, rockets
- Dangerous materials
  - TNT, acid, gas, fire, electricity



#### LBP: Key Level Concepts



- Platformer
  - Move through the level, maximize score
- Co-op
  - Go together to get more collectibles
- Race
  - Move as fast as you can
- Survival
  - Survive as long as you can
- Puzzle
  - Solve some puzzle to make your way



## LBP: Survival Challenges



- see video ...
  - http://www.youtube.com/watch?v=-MHZ13TJTNo



#### LBP: Switches



- see video
  - http://www.youtube.com/watch?v=PGWkBX7SQ0U



#### LBP: Extensions



- Painter
- Water
- Dispenser hat (LBP2)
- Grabinator (LBP2)
- Controlinator (LBP2)
- •



## If you use LBP ... What to do next?



- Play some levels of LBP
  - Finish "The Gardens" to unlock everything.
- Check level creation tutorials
- Try to create levels ...



#### **Parameters**



#### Level creators set parameter

- competitive vs. cooperative
- race vs. survival vs. platformer (puzzle)
- single vs. multi player
- walking vs. vehicles



## **Goal - Winning Condition**



- Highscore
  - global highscore
- Multi player
  - more points than co-players

