A Digital Prototyping Tool for Card Game Design

Riemer van Rozen[1,2], Anders Bouwer[1], Karel Millenaar[1,3], Peter de Jong[4]

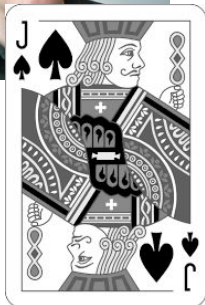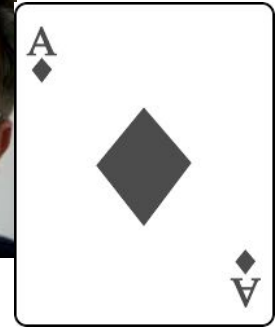[1] Amsterdam University of Applied Sciences

[2] Centrum Wiskunde & Informatica

[3] FourceLabs

[4] Codeglue

Card Game Design Interest Group

Karel and Peter
- **game design**
- **card games**
- **game development**

Riemer
- **domain-specific languages**
- **automated game design**
- **live programming**

Anders
- **intelligent tutoring systems**
- **automated game design**

# Objectives: Towards Gameplay Engineering

Questions

- How to combine paper and software prototyping & get the best of both worlds?
- How can game design processes be improved with a digital card game prototyping tool for systematically exploring the design space?

How can a card game tool help

- shorten game design iterations and speed-up the design process
- help to improve the quality of rules & play
- enable to design and explore in a more systematic and targeted way

paper prototyping
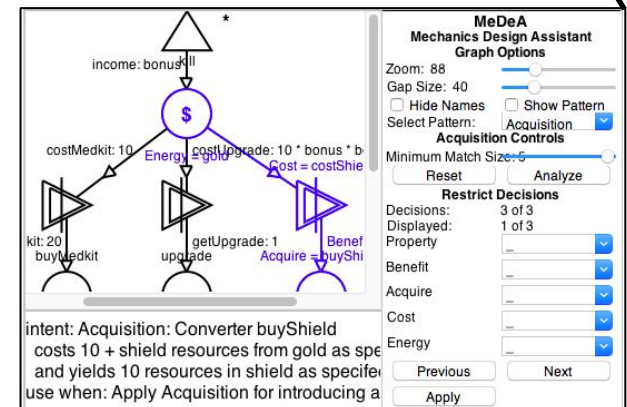
software prototyping

Approach: Live Game Design

Approach

- Live Intelligent Visual Environments for Game Design (Live Game Design)

Visual Card Game Design Language

- Visual notation for expressing card game rules attuned to the expertise of game designers
- Digital prototyping tool for modifying evolving rule sets

Live feedback and feed-forward

- Immediate and continuous feedback on modification results
- Explore design alternatives that can be inspected to focus the creative design process
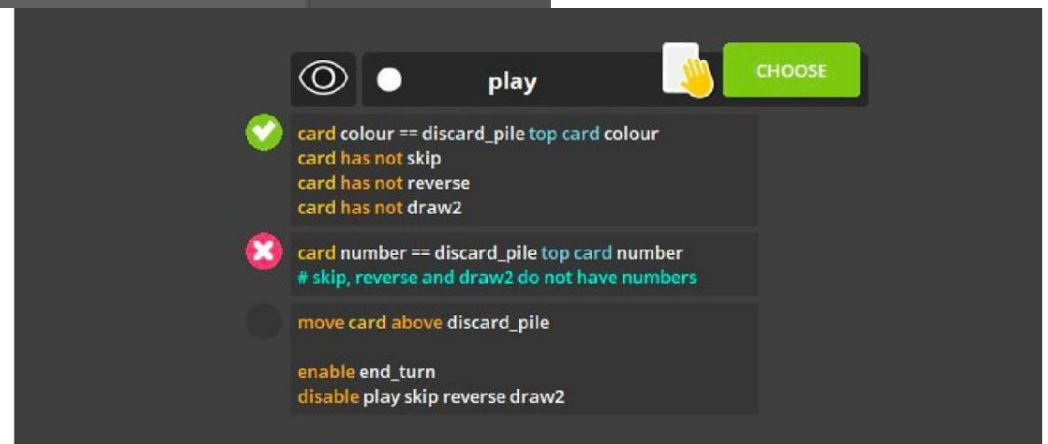

Gameplay Engineering
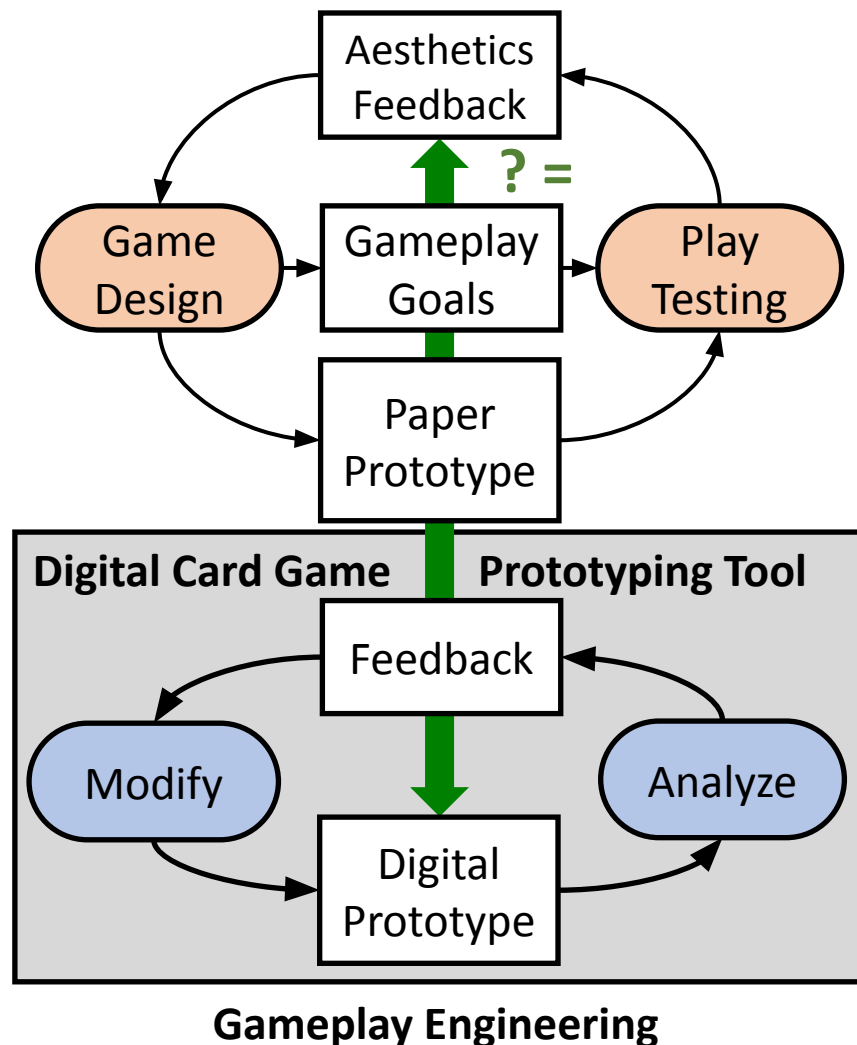
Card Game Prototyping Tools

Bachelor project Midas Buitink (FDMCI Game Development, with Codeglue)
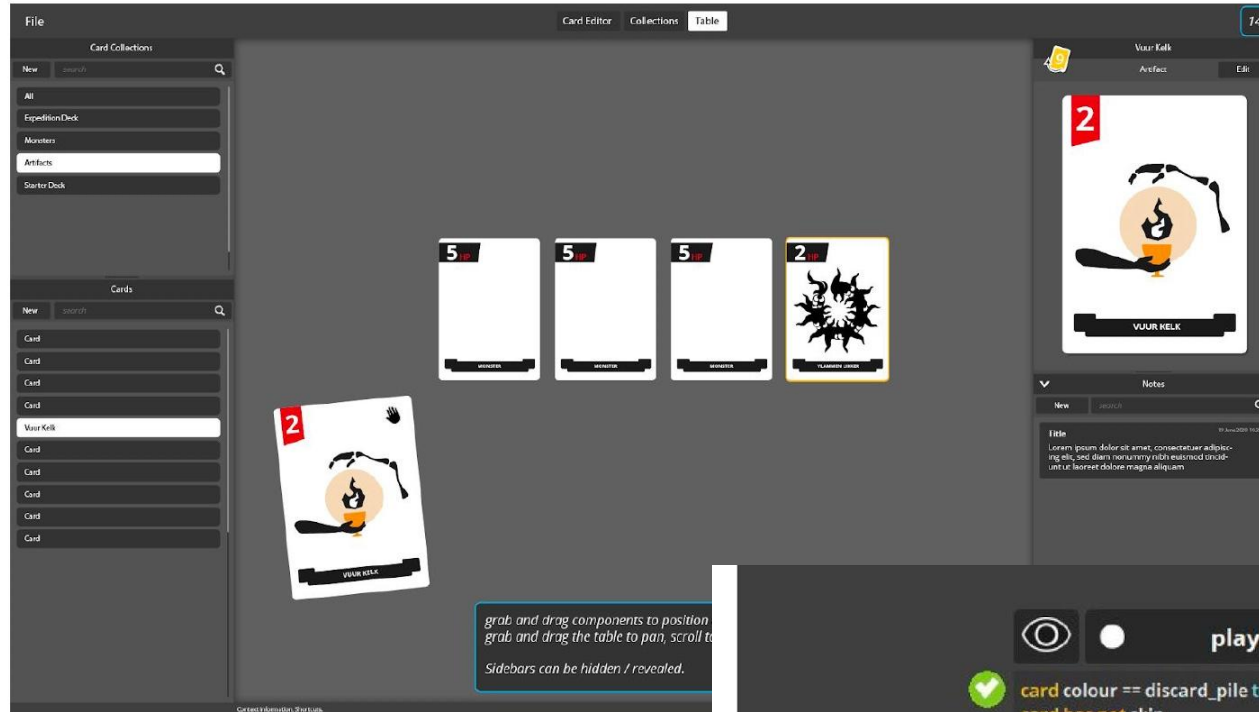
Mock-up CGT 2.0 Het toevoegen van een kaarten aan de tafel)

Figuur 3. Een actie waarbij de kleur of het nummer van een kaart overeen moet komen met de kaart op de aflegstapel om gespeeld te kunnen worden.