



Game Design. Konzeption eines fiktiven Strategiespiels (German Edition)

Rainer Stahlmann

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Game Design. Konzeption eines fiktiven Strategiespiels (German Edition) Rainer Stahlmann
Studienarbeit aus dem Jahr 2004 im Fachbereich Informatik - Sonstiges, Note: 1,0, Hochschule Offenburg (Medien und Informationswesen), Veranstaltung: Konzeption von Computerspielen, Sprache: Deutsch,
Abstract: Die vorliegende Arbeit stellt ein mustergültiges Designdokument dar, wie es bei der professionellen Konzeption von Computerspielen („Game Design“) zum Einsatz kommt. Anstelle abstrakter Anweisungen zur Erstellung eines derartigen Dokumentes bietet diese Arbeit ein konkretes Beispiel: Die Konzeption eines fiktiven Spiels namens Future Wars.

Das innovative Spielkonzept von Future Wars setzt auf eine Mischung aus rundenbasierter Wabenstrategie und Echtzeitstrategie. Anliegen und Inhalte eines Designdokuments für ein Computerspiel werden somit an einem realitätsnahen Szenario deutlich.

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