

Game Design & Dev - Planning - Flowcharts

A brief intro to using flowcharts for initial game planning and flow.

Contents

- Intro
- Flowcharts
- Design
- Flowcharts and Games
 - *Enter the Mummy's Tomb*
 - designing the game structure
 - example flowchart

Intro

As we begin to design and plan our new game, we may create a flowchart to help outline initial gameplay. This chart acts as our first consideration of available paths within our game, both successful and unsuccessful.

We may then use this flowchart as a simple kernel for gameplay, which is then developed and enhanced as we expand our game.

Flowcharts

A flowchart is a simple concept. It allows us to create a representational diagram of pathways or *flow* for a given series of steps that form a process. This process may be part of a task, which then combines to allow completion of a goal.

Design

We may design and create our flowchart using any number of shapes and connecting paths, often represented as directional lines. These shapes will normally represent an action or task that a player may complete.

We can also add conditional options to the flowchart, which represent choices a player may make within the logic of the game, and its gameplay.

Flowcharts and Games

For our games, a flowchart is a quick and easy way to plan objectives with initial gameplay.

For example, consider the following outline for a text-based game.

Enter the Mummy's Tomb

In this basic text-based game, a player is in a fantasy world based on Ancient Egypt.

In this example, our player is exploring the Valley of the Kings. Each tomb contains either a Pharaoh's burial treasure or a Mummy. A Pharaoh's mummy does not like being disturbed.

As the player approaches the entrance to a tomb, they must choose whether to enter or not.

designing the game structure

To design our simple game, we need to consider the path and options our player may choose. In effect, how they may progress from the start to the finish for such traditional games.

Our game follows the pattern of a *text adventure*, a type of *interactive fiction game*, an example similar to the famous

Zork game.

For these simple games, we may often depict the structure and options using a visualisation. For example, we may use a simple flowchart to help us define logic and options within the game itself.

example flowchart

