

Development of the network game "Who am I"

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Abstract

The human brain is constantly at work. People are constantly thinking and reasoning. Consequently, we have invented many ways to relax, such as: music, reading, playing sports and video games. Games are one of the main activities of a baby. We learn the world around us through the game. We use games as a way to relax and communicate with other people once we have grown up. In the era of information technology and the Internet, access to computer games has become incredibly simple. In a couple of mouse clicks it's possible to find an opponent for a game of chess or to participate in a simulated bank robbery. Nowadays, game development is officially considered an art form. Therefore, people who develop games combine both, an artist and a programmer.

Keywords: Information technology, games, computer games, game development.

1 Introduction

Game Development is the art of creating games and describes the design, development and release of a game. It may involve concept generation, design, build, test and release. While you create a game, it is important to think about the game mechanics, rewards, player engagement and level design.

"Who am I" - is a guessing game where players use yes or no questions to guess the identity of a famous person. It makes an excellent ice-breaker, as the game can take as little as ten to fifteen minutes.

This game is going to be made for a group of people who are playing it over the Internet. Main parts that should be developed:

- game process;
- UI/UX;
- network code (game should be working without freezing).

2 General

"Who am I?" is a card game so the whole game process is based on cards. Rules of the desktop game are: each player stick a post-it note on a nearby person, with the name of the person showing. Go around the room and have a player ask the "yes/no" question to the group. The goal is for each player to successfully guess the person written on their forehead. If the player does not guess correctly, the next person gets to ask a question. Continue play until everyone successfully guesses their name, or until time runs out.

Game development is a very difficult and effortful activity. There are a lot of big companies and studios that are doing money only by doing it. At the same time, there are little studios and game developers who are making little games in indie genre.

Stages of game development:

- planning;

- develop gameplay;
- develop beautiful UI;
- make a working prototype;
- testing;
- releasing;

Planning is the most important stage as it would be easier to develop if you plan your aims first. You should minimize cases when you change already written code and logic. In the planning stage, the most basic questions will need to be answered, like:

- What type of video game are we producing?
- Will it be 2D or 3D?
- What are some of the key features it must have?
- Who are its characters?
- Who is our target audience?
- Which platform are we building this on?

Gameplay is the specific way in which players interact with a game. It is, basically, the core code for developers' point of view. Some people might think that writing code is the most difficult part but, if everything were planned well and you have experience, it would not take long.

In my opinion, the second in importance stage is implementing the beautiful UI. No one will play your game without if it looks bad. So as a single developer you will spend hours surfing the net looking for suitable assets or creating them yourself.

Another important thing a game developer should do is try playing his game and answer if he liked it or not. Interacting with the game should be pleasing and make you want to come back.

The most accessible platform for a lightweight game is Internet because all you need is a browser and access to the network. Main programming language of the game that runs inside of the browser is JavaScript and/or PHP.

The inspiration for the idea came from the game called "agar.io". This is a game where you play as a cell and you need to eat other players to grow. The gameplay is in real-time and is very fun.

3 Conclusions

The goal of games is to entertain while the main goal of network games is to interact with other players. Base steps of creating this game are forming the idea and creating a

concept. Planned complexity is writing a quality network code so players interactions are without lags and bugs. There might be a lot of enhancement, for example making the game multiplatform (so it could be played on computer, smart-phone, or game-console).

References

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