

## Project proposal

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**Heading:** Prototyping in LittleBigPlanet

**Type:** 2. Research project

**Student:** Isak Anklew

### Description:

The idea is to use the game [LittleBigPlanet](#) for testing out game designs and construct a prototype of that design in the existing game. By using the game's built-in *Create* mode, a designer could test out his ideas before setting a whole production in motion.

*LBP* could be an excellent way of creating an iterative process that takes use of the in-game physics, rules and by the end of the day make a prototype.

It have already been proven that the community can create games inside the game, but I want to explore the possibilities of creating a basic prototype for a whole new game inside *LBP*.

To put it short, could LittleBigPlanet be used as a viable prototyping platform?

I will start with going back and read up on the topic *prototyping*, when was it invented and how has it evolved since? After collecting all the necessary data I will start to sit down with the game and try to apply what I've learned to my own prototype making.

I will document all of my sittings with the game, both in video and writing and then post it on the blog.

The end goal is to highlight the importance of prototyping and how a good prototype can change the outcome of a whole game production.

## **Literature:**

**Game Design Workshop**, [Tracy Fullerton; Christopher Swain; Steven Hoffman](#),

**Publisher:** CMP Books (February 2004)

**ISBN-10:** 1578202221

**ISBN-13:** 978-1578202225

All of chapter 7

**Game Production Handbook, 2/E** [Heather Maxwell Chandler](#)

**Publisher:** Jones & Bartlett Publishers; 2 edition (August 29, 2008)

**ISBN-10:** 1934015407

**ISBN-13:** 978-1934015407

Parts of Chapter 14, more specific 14.4 Prototyping

## **Possible web-sources:**

[http://www.gamasutra.com/features/20051026/gabler\\_01.shtml](http://www.gamasutra.com/features/20051026/gabler_01.shtml)

[http://www.gamasutra.com/features/20060329/waugh\\_01.shtml](http://www.gamasutra.com/features/20060329/waugh_01.shtml)

<http://lostgarden.com/2005/08/common-game-prototyping-pitfalls.html>

<http://en.wikipedia.org/wiki/Prototype>

<http://cswb.cs.bgsu.edu/maner/domains/Proto.htm#0>

<http://www.prototypezone.com/prototype/prototyping-history-and-prototype-development-information>