



**PROTOTYPING IN
LITTLEBIGPLANET**
An end result presentation



THE PROJECT

- Use LittleBigPlanet as a prototyping platform
- Create a more casual way of software prototyping
- Raise the importance of prototyping



WHAT IS LITTLEBIGPLANET?

- A PlayStation 3 platforming game
- Has a built-in level editor (Create mode)
- Sackboy
- A casual appeal



WHAT IS A PROTOTYPE?

Prototype

an original model on which something is patterned, an archetype
(Merriam-Webster OnLine Dictionary 2008)

*“A **quickly developed version** of software which is probably incomplete or inefficient.”*

<http://www.comsci.us/compiler/notes/ch09.html>



PROTOTYPING

Prototyping will...

- ...tell you if the game works or not.
- ...give you new ideas.
- ...help you to balance the game.
- ...make communication easier with others.
- ...give you invaluable feedback!
- ...be cheaper than the real thing
- ...probably fail, but that is expected and accepted

(/P/ by Janne Paavilainen 2008)



PROTOTYPING IN LBP

- Easy to jump into
- Short and informative tutorials
- Fast to build working objects
- User friendly interface



HOW TO USE THE TOOLS

- The popit
- Popit cursor
- Goodie bag
- Tools bag



CREATE Mode



RESULTS

- Seven prototype sessions documented
- Videos uploaded on various sites including YouTube and littlebigworkshop
- Uploaded four in-game levels with all the prototypes
- Feedback from users in form of comments



CONCLUSION

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- A great platform for rapid prototyping
- Easy to use and understand
- Sharing your creations with others
- Casual

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- Takes time to build a full blown prototype
- More relevant for certain genres



END

Questions?

