

# Prototyping in LittleBigPlanet

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An essay report

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## Prototyping is always an option

I've always liked the way a cool or innovative idea could come out of playing around with a piece of paper and pencil. This is the most basic prototyping platform and in most cases this is more than enough for transporting something from your head into the real world. However, a digital era calls for digital substitutes.

A prototype should reflect the way the finished game might feel and play like, so essentially it should also be fun to prototype. In my pursuit of bringing fun to my own prototyping sessions I choose to use an already existing game, LittleBigPlanet. This game had already proven its ability as a testing ground for creativity and had a simple interface without any coding experience needed. It was the perfect platform for me to start testing my ideas.

I started out small, building simple mechanical solutions to my design problems. After spending a few hours inside the game's create mode I started to think bigger. I went through all of the basic tutorials just to get a general idea of what I could do inside the game. The tutorials proved to be a great source of inspiration and a lot of my ideas came to be because of them.

In my first [attempts](#) I was trying to replicate some simple puzzle mechanics that I came to think of whilst playing around with the game. I found that most of my ideas came to life when I was just messing around in game and having fun. This is one of the things that make LittleBigPlanet such a perfect platform, first for acquiring inspiration and then joining that inspiration with the tools you have been given to create something new. My second [prototype](#) was testing out the idea of a constant moving labyrinth.

But everything wasn't that simple; sometimes I would have the picture of the mechanic or game in my head but couldn't get it out on the empty canvas. That's one of the flaws of working with software prototyping; you can't just paint out everything and think it'll work right of the bat. You'll need to take in consideration how parts will work together etc.

Whenever I wanted to sketch down an idea I used the blueprint room at [littlebigworkshop](#), which was very helpful whenever I just wanted to pin an idea down. Most of the project was spent coming up with new ideas to test out, so sketching and saving these sketches is important. I probably could have had more time over for real "testing" of the platform if I hadn't have so much surrounding the project as a whole.

Since I was determine to catch all my sittings on video, a lot of time went into editing the material.

Even if it got a little frustrating at times, I finished most of the ideas I had in my head and made them work inside LittleBigPlanet. It's always a satisfying feeling whenever you see a thing that you created work in a digital form. It also makes people around you get the concept of your ideas better, especially when you build things out of materials that people recognize from the real world.

When I moved on to create my bigger prototyping levels I wanted to test the limits of the create mode. The result was a resource managing [prototype](#), a three part prototype. Creating this was an interesting process that stretched over a week. I wanted to test out the possibilities of creating a prototype for an classic RTS mechanic.

After spending a whole week on one big prototype I just wanted to do something else. So I created a fun little distraction which actually came out of an old idea that I had sketched down a long time ago. This was a good lesson in taking something old and making it come to life inside the game. It turned out to be a fun little [game](#).

The last prototype was also built on an old concept, one about vertical falling objects. The concept was actually just a few bad drawings and some small text. It turned out to be [something](#) completely else inside the game. As always it was great to watch your ideas come to life and grow to be something else after building them in game.

Overall, prototyping inside LittleBigPlanet was a great exercise both for myself as a game designer but also for my inner child. I've never have had so much fun sitting in front of a TV and "working". As I stated earlier, fun is a big part of game prototyping. In my book, the things you create should at least make you laugh once in a while to be considered valuable.

The project has thought me much but most of all it has given me the courage to dust of my old ideas and make them come to life in a digital landscape. No coding experience needed, real-time editing and a clever interface makes LittleBigPlanet the perfect breeding ground for beginners.

I've had fun, hope you continue to have fun with LittleBigPlanet as well.

Thanks for reading.