For the assignment, you’ll be writing a (partial) design document: something that, in theory, could be used as a basis for creating a computer game.

Design docs are made up of a number of sections.

Question: a design doc describes a computer game ... so which computer game?

Answer: a game of your own devising, assuming up to a AAA budget.

Extra Marks can be won for good ideas; existing marks can be lost for bad ones

The game must be competitive (PvP or PvAI) rather than PvE or puzzles, for reasons revealed in lecture 5.

Here’s what I’ll want, section by section:

|  |  |
| --- | --- |
| **Component** | **Marked out of** |
| Title Page – Title, Tagline and High Concept | 5 |
| Pitch | 5 |
| Look & Feel | 10 |
| Screen Shots | 5 |
| Story | 15 |
| Interface | 5 |
| Start-Up | 5 |
| Objectives | 5 |
| Tokens | 5 |
| Rules | 5 |
| Features | 5 |
| Pay-Off Grid | 5 |
| Decision Tree | 10 |
| Gameplay in Words | 5 |
| 60s of Gameplay | 10 |
| Ideas | ±5 |

You don’t have to write up the sections in the above order if a different one makes sense for your design.

Note there is a bonus for overall good ideas and penalty for overall bad ideas. Marks are capped at 0 and 100.

This assignment primarily assesses CE217 learning outcome 5:

5 – “Create an outline design spec for a computer game of their own devising.”

There is a **limit of 15 pages** (plus a title page) for this assignment. Anything on pages 16 and later simply won’t be read. Anything too small to read comfortably won’t be read.

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Description automatically generated**WEEKLY GUIDLINE THAT I NEED YOU TO FOLLOW WHEN COMPLETEING THE TASK**

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