**EXAMEN KEUZEDEEL**

**BASIS PROGRAMMEREN VAN GAMES**

**K0788**

**BIJLAGE 1 VOOR DE KANDIDAAT  
GAME DESIGN DOCUMENT**

**Dit examen is ontwikkeld door Bob van den Berge, coach bij de Bit Academy, en Joey Schmitz, docent Software Development bij ROC van Flevoland. Onze dank gaat uit naar Lincy Ellermeijer, game developer en docent Game Development bij de HvA, voor haar hulp bij het ontwikkelen van het theoretische deel van de lesstof.**

# **GAME DESIGN DOCUMENT**

|  |  |  |  |
| --- | --- | --- | --- |
| **Project Concept** | | | |
| **1** **Player Control** |  | You control a   |  | | --- | | *persoon* | | in this   |  |  | | --- | --- | | *First persoon* | game | |
|  | where   |  | | --- | | *House* | | makes the player   |  | | --- | | *Walking in all human ways so left right backwarts forwartch. And not up for example* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **2** **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *coins* | appear | | from   |  | | --- | | *Every where* | |
|  | and the goal of the game is to   |  | | --- | | *Get a lot of coins like mario* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **3** **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Explotions cuz every one likes those right?* | | and particle effects   |  | | --- | | *Explotion effects cuz of explotions and coins colect effect* | |
|  | [*optional*] There will also be   |  | | --- | |  | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *A number wil go up* | | making it   |  | | --- | | *Harder to find coins* | |
|  | [*optional*] There will also be   |  | | --- | | *There will be enemies that try to steal those coins .* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **5** **User**  **Interface** |  | The   |  | | --- | | *Coins* | | will   |  | | --- | | *Increase and decrease* | | whenever   |  | | --- | | *I get hit i lose coins* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Working title* | will appear | | | and the game will end when   |  | | --- | | *condition to end the game.* | |

|  |  |  |  |
| --- | --- | --- | --- |
| **6** **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

# **Project Timeline**

|  |  |  |
| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *Functional feature(s) by milestone #1* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Functional feature(s) by milestone #2* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Functional feature(s) by milestone #3* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

# **Project Sketch**