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| Guardian of Time |
| Game Design |

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# Analyse

## Public ciblé

*An analysis of the learner's current skills and how those skills map to the instructional content*

## Compétences demandées au joueur

*Identification of the learning objectives the player must have mastered prior to playing the game in order to be successful. Any skills or knowledge identified as an entry behavior will not be covered in the game. It is a pre-requisite for the game.*

## But instructif

*Broad educational goals for the game.*

*Performance objectives for the game. It is very critical that instructional objectives are granular enough to allow for the diagnosing of instructional problems. At a minimum objectives should address (1) behavior to be measured, (2) conditions under which the behavior will be measured, and (3) a minimum level of achievement needed to master the objectives.*

## Liste des objectifs du jeu

*Assessment items for each of the learning objectives should be created. It is important that each assessment item only tests a single instructional objectives. In the case of an educational game the assessment items are often constructed as in-game activities that map to specific learning objectives.*

## Présentation des objectifs

*With the audience analysis, learning objectives, and in-game learning assessments prepared, we can then concentrate on how to present the necessary instructional materials to the learner in a manner that will prepare them to successfully complete the assessments. In the case of most educational games, the presentation strategy will drive many of the gameplay decisions about the game. The game-mechanics and game narrative will reflect the presentation strategy.*

# Gameplay

## Concept

## Description du jeu

## Genre

## Plateforme

Win / Mac etc.

## Mécaniques de jeu

## Cœur du gameplay

*What actions will be available to the player consistently and how will those actions influence the world?*

## Mode de jeu

*How many different modes of play will be available in the game?*

## Flow

*How will the player progress through the game be organized. Is the game broken into levels? What triggers the end of a level? How will in-game assessments be integrated into the flow of the game?*

## Protagoniste dans le jeu

*How many different types of characters are there? How do they behave differently in the game?*

## Elément de gameplay

*What environmental elements exists in the game that add to the game play? Will there be items that act as a power-up? etc. Are there different types of weapons?*

## Fonctions de l’interface utilisateur

*What are the user interface items and what functionality is needed for each of the items. This includes screens and menus.*

## Narratif

*The back-story for the game and characters*

# Art

## Design de l’interface utilisateur

*What do the screen elements and menus actually look like? This should include the color scheme, resolution, fonts, etc.*

## Recherches de designs

*What do the game elements look like? This includes sketches of the characters and the setting for the game.*

## Sons et musique

*Identifies any needed music and sound effects*

# Programmation

## Spécificités techniques requises

*Details any technical requirements that are beyond the norm for a game. If the game will rely heavily on networking or use a special type of rendering technique, it should be noted here.*

## Moteur de jeu

*Will a particular game engine be used?*

## Affichage

*How will rendering and light be handled?*

## Intelligence artificielle

*How will AI be handled?*

## Physique

*How will physics be handled?*

## Architecture du code

*How will gameplay specific code be handled?*

## Données à récolter

*Are there any data tracking requirements for the instructional aspects of the game? How will that be done? Do we need to interface the game to a database? Do we need to send performance data via the network in real-time or can we batch it after the gameplay session?*

# Logistique

## Ressources humaines

*How many people will contribute to the game and in what capacity?*

## Calendrier

*How much time has been allotted to each task?*