**Cycle 3 Mini-Game Design Portfolio**

**[Template]**

***NOTE: remove all instructional text in this template*** *from your final submission. [That includes any text marked in this fashion.] Remember that this is a professional document – we expect professional language, content, and structure. You should also remove the document footer prior to submission (Insert → Footer → Remove Footer).*

*All images must be clear and legible. In particular, images should be large enough to be understood at 100% zoom, and* ***should not contain extraneous content*** *(e.g., Windows 10 UI, any other windows you have open at the time).*

*Please* ***ensure all evidence is clearly marked as such*** *in this document (e.g., by retaining "Evidence" headings, blue text, and / or adding text boxes to separate evidence from the main text).*

*If you already put effort into all of the above: thank you.*

**Title Page**

[Group contribution]

**Image**: Design logo Options

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| Option 1 | Option 2 | Option 3 |
|  |  |  |
| [ADD STUDENT NAME] | [ADD STUDENT NAME] | [ADD STUDENT NAME] |

**Text**: Game title, authors, date

**Game Overview**

[Group contribution – up to 400 words]

Include a compelling summary of your game in one to two paragraphs (i.e., High concept).

In addition, describe:

* The intended player experience (PX),
* the audiovisual style, and
* the final game concept, including:
  + What players aim to do in the game (i.e., goals),
  + Game elements that prevent success (i.e., obstacles),
  + How players use core mechanics to overcome obstacles and achieve goals (i.e., challenges),
  + What motivates players to act (rewards / penalties), and
  + An overview of where the game takes place (the world).

You must also explain how your game aligns with the game jam word provided.

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| ***Evidence (exempt from the section word limit):***   * **Week 6 design activities:**   ***Player experience (peer mentor game videos and game jam games):***  [Individual contribution]  Each team member should include:   * + Notes on how the two games you played made you feel.   + Notes on game elements associated with these feelings.   *Be sure to record who is responsible for each section of these notes.*  ***Research:***  [Group contribution]  Include your individual research on each game jam word, and your team's shared understanding of what each word could mean (based on your combined research efforts). This documentation should evidence **team discussions and feedback.**  *Indicate who was responsible for each section of the research, and reference any sources (including URLs) you used for research.*  ***Game ‘Pitch’ (the Pitch should be done via Discord):***  For each team member:   * + Provide the notes outlining your game pitch   *Be sure to include the name of the team member responsible for each of the notes.*  ***Evaluating and Deciding on a Game Concept:***  [Group Contribution]  Include your notes on how you decided on a final game idea to produce in Cycle 2, considering relevance to the Game Jam words, scope, and the skills of each team member. This documentation should evidence **team discussions and feedback.** |

**Gameplay**

**Authored by [ADD STUDENT NAME]**

[Individual contribution – up to 500 words]

This section describes gameplay in terms of game flow, goals, and player behaviour. It needs to include:

* Game objectives (i.e., high level strategies / implementation steps to achieve overall game goals)
* A list of rewards and penalties in the game (and their purpose in the design)
* Characters and abilities (if any)
* The intended flow and progression of gameplay in terms of player behaviour, as structured by level layout, missions, challenges, puzzles, etc. (In other words: how does your game design guide players towards particular areas or outcomes, and away from others?)

**Design artefacts (final versions):** Two or more diagrams, storyboards, or other representations of gameplay flow / progression. This may include **player stories** (i.e., descriptions of core goals and player actions required to meet these goals).

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| *Evidence (exempt from the section word limit):*   * **Week 7 design activity:** The first draft of design artefacts used to prototype gameplay (e.g., player stories, storyboards, level layout)   *Indicate who contributed to each of these artefacts.* |

**Core Mechanics**

**Authored by [ADD STUDENT NAME]**

[Individual contribution – up to 400 words]

This section describes the rules to the game (both implicit and explicit) and the model of the game universe (how all the elements interact). Include a functional description of all elements the player can interact with. You should describe:

* The core mechanics that the player can enact,
* Rules, events, and effects associated with these core mechanics,
* Interactions (if it's an item, what can the player do with it? If it's an NPC, how do they act towards the player?),

**Design artefacts (Final versions):**

* An *interactive objects table* (i.e., as described above)
* Attributes tables
* One or more *artefacts that describe core mechanics* (e.g., diagrams, choice-action-feedback sequences, etc.).
* Storyboards

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| *Evidence (exempt from the section word limit):*   * **Week 7 design activity:** The first draft of design artefacts used to prototype core mechanics (e.g., objects table, choice-action-feedback diagrams)   *Indicate who contributed to each of these artefacts.* |

**Game Look and Feel**

**Authored by [ADD STUDENT NAME]**

[Individual contribution – up to 500 words]

This section contains a description of your game’s look and feel. It should include:

* A description of your intended visual style,
* Specific qualities that contribute to your production of the style (e.g., character proportions, line widths, exaggerated animations, shaders),
* Audio examples (e.g., sound effects)

**Design artefacts (final versions):** Two or more artefacts that represent game look and feel (e.g., mood board, concept art - Indicate who contributed to each of these artefacts).

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| *Evidence (exempt from the section word limit):*   * **Week 7 design activity:** The first draft of design artefacts used to describe game look and feel (e.g., mood board) |

**Project Management**

[Group contribution – up to 400 words]

This section should summarise your approach to project management in Cycle 2. Include the following details:

* Your approach to team communication in Cycle 2 and how it might change was we move into Cycle 3 (e.g., scheduling regular meetings)
* Source control software / tools / services used (e.g., Collaborate, GitHub, Sourcetree, Bitbucket, etc.)
* Project management tools used (e.g., Trello, Taiga, Asana, Google sheets / docs, etc.)
* Outline the work completed in Cycle 2, and work that needs to be completed in Cycle 3 to achieve your proposed game. Be as specific as possible.
* Provide a list of objects and assets required to complete the High-Fidelity prototype at the end of week 13.

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| *Evidence (exempt from the section word limit):*   * The URL to access your team's project management documentation. |