



Curtin University

ASSIGNMENT COVER SHEET

Electronic or manual submission

UNIT CODE:	GRDE2105
UNIT TITLE:	Game Design Introduction
YEAR:	2015, Semester 2
ASSIGNMENT:	Project 2 – Brief: Game Design Document
STUDENT NAME:	
STUDENT ID:	
LECTURER/TUTOR:	Dr Glen Spoors
GROUP:	
ASSIGNMENT NAME:	
DEGREE ENROLLED:	
DUE DATE:	
<p>I declare the above information to be true, complete and correct. Except where clearly indicated in this assignment, I hereby declare this assignment is solely my own work and has not been submitted for assessment or feedback purposes in this or any other unit whether at Curtin University of Technology or at any other University/Educational Institution. I understand there are severe penalties for cheating, collusion and copying and I have read and understood the terms and conditions listed in the Unit Outline for this Unit.</p> <p>Signed: _____ Date: _____</p>	

Project 2 Brief for Game Asset: Game Design Document

ASSESSMENT DESCRIPTION: In this project you will create a Game Design Document and accompanying Reflection using the Assignment 2 Framework as a guide.

The Game Design Document will require you to describe the high concept, core gameplay, story, game world and characters, as well as the interface, architecture, lighting, sound, intended platform, demographic, and other design and technical considerations. This will be brought together in a concise, polished document.

Your Reflection will involve you discussing the reasoning behind your design choices with reference to theoretical concepts from the unit and cultural sources that you use. This will require you to use and cite sources and discuss how/why your elements blend together to create a new, distinct style for the player.

(Errata: you need not structure your reflection as a report, that sentence was intended for the final assignment.)

DELIVERABLES

Download the Assignment 2 Framework (see Blackboard site) and use this as the basis for your submission.

File Naming: The Word file of your Game Design Brief and Reflection must follow the convention: "A2-YourFullName" (Note: A2stands for Assignment 2.)

Where to Submit: On the unit's Blackboard website go to the "Assignment Submission" section and scroll down to find the Dropbox for Assignment 2. Upload your document by the deadline.

MARK BREAKDOWN

Game design concept: 5%

How original and coherent is the game concept, in terms of balancing the different elements of the game? (Sections 1 and 2.)

Aesthetic design: 5%

How much thought has gone into the mood board, reflecting the look and feel of the game, in terms of universal design principles? (Section 3.)

Asset planning: 5%

How clear is your statement of intent, in terms of the asset you will create, the skills and resources required to produce it, your timeline, and the manageability of the planned project within the scope of the unit? (Section 4.)

Use of course concepts: 5%

Have you employed terms from the unit to explain your significant design choices and how you would defend/justify/evaluate your final product? (All sections, especially section 5 and references)

PROJECT 2 BRIEF: Game Design Document Template

Note: Section 1. requires a sentence or two for each point. For sections 2 and 4 you may include a paragraph or two. Section 3. Should take up at least a full page. Section 5. Should include at least one paragraph for each week 1 through 6 (excluding the Week 5 break).

1. Game overview

Concept: What is the core idea, or premise, of the game?

Genre: What game and film/literary genres does the game fit into?

Key features: What is the core activity or gameplay, and/or most enjoyable or distinguishing game feature(s)?

Art style: What artistic style will the art use?

Sound/FX: What kind of sound/FX will the game employ?

Platform: What game systems will the game be deployed to?

Audience: What is the demographic the game targets?

Competition: What are some other similar/related games that may be used as a basis for reference to understand the game and its competitors?

2. Game world

Back story: What is the story behind the game? This may be an initiating situation that sets up gameplay, and/or a literal background story.

Characters: Who is the protagonist and some of the supporting characters?

Missions and story progression: Describe the general trajectory of the game, i.e. elaborate on the development of the game's levels, missions and/or main storyline.

3. Mood board

Provide a series of reference images to reflect your intended game design. You may use or repurpose a variety of game media, but must cite where they come from, and identify what part of the game they reflect, e.g.:

- cover artwork
- intro sequence/exposition
- in-game HUD/user interface
- game play mechanics
- characters
- locations/architecture
- lighting
- music and sound effects

4. Production

Project 3 Asset from the Game: Write a few paragraphs about which particular aspect of this game design you might be interested in creating as an asset. A 3D character, scene, architecture, music, textures, storyline, sound effects, concept art – or whatever else you like. Give an idea of how you will go about creating the asset, and what the final outcome will be like. See the Unit Plan for additional information.

Skills Required: What skills are needed to produce the asset? What skills do you have, and/or need to develop to produce the asset?

Resources Required: Do you need any particular resources to produce the asset? This may include software as well as physical resources, e.g. Super Sculpy and wire if you were making a maquette (sculpture of a character).

Schedule: This may just be a week by week estimated breakdown of the tasks you will need to complete.

5. Reflection

Identify some universal design principles and game design concepts from the unit that you think you can use as a reference for evaluating your design choices in your game concept and your planned asset.

As a guideline, use at least one concept from each week, from Week 1 to Week 6.

References