6.3 exercises. Question 2 examining the GGD of these games.

Catalyst Wars Bad

1. They have an over view of the project, they don’t show examples of gameplay and also do not show button configuration. They mention a projected timeline but not initial budget. They show some rules of the game but make it too complicated. The game structure is horrible and the user interface does not seem simple at all. I was actually lost reading this GDD and what actually happens in the game. They did explain characters locations and items very specific in the plants. But the overall of this game just seems too difficult and not fun to play from a player’s perspective. Also shows no

Flying Bad

1. First off no title to the game in the first page. This document is still in development so they haven’t even completed the GDD in the first place. The language used in describing the game and mechanics seem juvenile and ridiculous. The story and explanation’s are humorous just reading this GDD. This GDD had no chance of getting past this stage. I find they didn’t complete what was required to propose a proper GDD. No appendix.

Claw ok

1. This GDD starts off with an appendix which is key to quick reference to all other content. Shows targeted audience. Gives information on system requirements. This game was very detailed in all aspects from mechanics and controls to even the first step of putting the cd into the system and what options you can choose from the beginning. Many customable options. Player has multiple choices for game modes and play. Design keeps me interested and curious to play. Good descriptions on the design of menus. Shows good examples for Meters and Icons on the HUD. They even designed cheats for more playable interest. This GDD is a good example and should be followed.

Doom ok

1. Again this GDD starts off with a good front page with title and name plus a picture of one of the main enemies. The in depth contents followed with some graphics to show what ideas they have for specific parts. Story is simple. They even put in 3 different endings depending on the players choice. Simple but descriptive biographies on the characters of the game. They explain the cinematic intro keeping it simple and alluring to the player. The descriptions of the levels is adequate. The detail in what the designers want in the graphics is very helpful to their art team. They describe in good detail about every small graphic from walls to items. The sounds in which they wish to use was very informative. They even shared simple drawings of their level designs with floor maps. They even included a glossary. It’s very detailed and in depth on all aspects for that you want tot see in a GDD.

Pole Position Old

1. First off the old GDD have constant memos back and fourth between each other. The actual GDD seems to be small and short but I would assume to the difference in options and available designs is limited to the graphics and system differences from then to now. They seem to come across problems but easily send the proper information to correct the problems the designer’s experience. The large difference between the two are size and information but as I previously stated graphics systems platforms and designer are quite smaller in differences. They discuss the difference in problems for systems with one coin to multiple coin inputs. It seems that they try to work on the problems they experience quite quickly even when it comes to the outer surface of the systems. They do however seem to come across a lot of problems and have to correct them continuously. The design of the GDD compared to todays is these ones are simply written or typed and sometimes the hand written can be a problem if unreadable. Coin operated systems compared to the game consoles or pcs is a lot different since your dealing with direct funds into the system. Sadly it also seems that this particular game was having problems just before and during the game crash of 1983.

Tempest Old

1. They do start with an overview of the game with example of gameplay. However they don’t share initial budget or schedule for this game at all. They do describe some rules of the game and how objects interact. They share the activities that the player performs. There is a game structure and user interface. I didn’t see much description on characters, locations and items. They don’t do any extended history nor dialog. They do show a little bit of databases and tables. But no real flow chart for the interface screens. This GDD was past simple and more so explained how certain things worked but was in-depth enough to get a full understanding of the game mechanics.