**6.3 Exercises**

For question 1, refer to the document “Day 5 Pitch Paper.”

2. a. CatalystWarsGDD\_BAD.pdf is labelled as “BAD” because it is missing a title page, a table of contents, and there is insufficient team and copyright information. No mission statement, flowcharts, or appendices. Could include better character descriptions.

FlyingGDD\_BAD.pdf is labelled as “BAD” because it is missing a table of contents and a target audience. The overall description of the game’s features sounds too boring and should be completely rewritten to sound like key selling points or an ad. No appendices or mission statement. Little, improper use of charts. Descriptions are too vague and need to be expanded on in more detail. No user interface described. No initial schedule or estimated budget. This game clearly has a story, but it is not properly summarized in the document; thorough descriptions in the “Walkthrough” section are insufficient. Character and world descriptions are far too vague. Where are the prototype screenshots?

Overall, both files also look like preliminary game design documents that could be rewritten and expanded on in more detail as plans for the games change.

b. ClawGDD\_OK.pdf is a good form of GDD design because it includes a well-organized and well numbered table of contents. Controls are well organized in a chart. Screens described well. Good appendixes. Collectible items, easter eggs, cheat codes, different modes of gameplay described well. Scenes written well.

DoomGDD\_OK.pdf is also a good form of GDD design because it has a good, well-detailed title page, plus a table of contents. Good character, story, and item descriptions. Good maps. Good technical descriptions. Appendices included.

c. PolePositionGDD\_OLD.pdf has scanned copies of inter-office memos and letters. The purpose of this was to smoothen the process of localizing the game and reconfiguring the hardware for North America, which is explained by the fact that this is an arcade game produced by Namco, a Japanese company. These memos show the process of localizing the game and the hardware and problems as well as concerns that came up in the process. Does not resemble today’s GDDs in the slightest way, except for gameplay descriptions. Not separated into paragraphs or clearly labelled sections like in modern GDDs. Most of the text is the same font and size.

TempestGDD\_OLD.pdf has a general game description, control descriptions, and a gameplay description. Not separated into paragraphs or clearly labelled sections like in modern GDDs. Most of the text is the same font and size. Missing appendices, user interface maps (except for the high score screen). Something unique to this GDD is the thoroughly described hardware configurations, which can be explained by the fact that this was an arcade game.