Assignment:

Consider the game idea you expanded on in the previous assignment. For this official portion of your Game Design Document, we'll look at the hook, category, and premise of your game. This is not a detailed summary - rather, these are the bones of the game's story we want to tell, presented in the best way to grab attention quickly and effectively.

1. The Hook:

One sentence. Grab my attention. Tell me what I'll experience in your game or create a slogan to draw me in.

2. Category:

(a) Genre: Simply list at least one genre for your game.

(b) Classify: How is your game is similar to other (winning) marketable tiles, but more importantly, how it's different? Take only two to three sentences here. It may be useful to use the 'XYZ' template: "Game X (your game) is a unique experience that combines the fast-paced action of Game Y with the open environment worlds of Game Z. Game X is different, however..."

3. Premise:

A paragraph. Time for the juicy stuff. This is also short, but you have more freedom to write here than you did in the category and "hook." You should include and give context to your character, your location, your objective and story, and the actions the player must take to accomplish them.

You should always present your premise in the present-tense. Put the player into the question. Here's a few examples below:

"In Pitfall, the game is set in the 'deep recesses of a forbidden jungle.' You play Pitfall Harry, a 'world famous jungle explorer and fortune hunter extraordinaire.' Your goal is to explore the jungle and find hidden treasures, while surviving various hazards like holes, logs, crocodiles, quicksand, etc. The story begins when you enter the jungle."

"In Pokemon, you are an unaccompanied minor set out into a world of naturally occurring beasts of every imaginable shape and size that want nothing more than to pick the flesh off your bones. By keeping your pets in tiny, suffocating ball enclosures, you hope to make them mean enough to kill the monsters you will inevitably run into, thereby earning you Boy Scout-style merit badges." (I couldn't resist sharing that interpretation.)

Example Hook/Categoy/Premise Design Gallery

Part 1: Hook

Included hook (or "grabber") is short yet descriptive, clearly referencing what makes the game unique or exciting. I'm drawn in, or hooked!

Part 2: Category (":Genre" and ":Classification")

At least one appropriate genre is simply listed separately from the classification.

Game is compare and contrasted with other games/designs/types of similar styles or genres.

The classification presents the game as approachable (i.e., recognizable in the FPS genre) but also unique (new and different or advanced).

Part 3: Premise

The Premise is descriptive, and includes the 5 elements (or variations) presented on the "Materials: Premise" tab of website.

Equally important, the premise is in the present tense, and features the player. ("...where you play as...")