You've got this awesome idea for a game. But how the heck do we play it, and what the heck do we play it on?

1. Platform:

Think about which platform(s) you think would best present your game. Or, if you prefer, which company you'd like to work with, and what technology they often utilize (for example, Blizzard's largest output is computer game titles). You can select any platform you're interested in exploring!

(a) Device(s): Simply list your preferred device(s).

(b) Reasoning: After selecting a platform/device, briefly give your reasoning why. This includes mobile, web or social gaming, or even VR technology. Example:

Platform: Xbox One with Kinetic 2

"As my game is educational in nature and designed to help pathologists treat speech disorders, the Kinect for Xbox One's unmatched voice recognition software would greatly improve feedback based on correct dialogue patterns and audio cues."

2. Controls:

(a) Labeled Diagram: Include a diagram of your device's input device. You can download a blank diagram from the Gallery linked below, or draw your own. Make sure you clearly label the important buttons or keys as stated on the "Materials: Controls" tab of the website. You do not have to label beyond those requirements.

(b) Description: In a short paragraph, describe what these controls are actually doing, and how they effect the characters, camera, or other actions when used.

Downloads: Assignment Materials

[ Blank Game Controllers ] You can download any of these diagrams to use.

Example Platform and Controls Design Gallery

Part 1: Platform (":Device" and ":Reasoning")

One appropriate device is simply listed separately from the controls.

The platform is discussed in relation to the game's needs or student's interest in the technology.

Part 2: Controls (":Diagram" and ":Description")

A digital or drawn diagram of the chosen platform's input device is included. (Design)

All required labels are legible and appropriate/make sense. (Image)

Description expands on student's thought process in regards to controls and/or button layout.