

COMP150: Game Development Practices

3: Text-based Adventure

Workshop

In the morning session you will:

- ▶ **Self-organise** into **THREE** groups of approximately equal size.
- ▶ **Design** a short text-based adventure game with the following themes:
 - ▶ Group wearing the *most red*: “Iron Bull”.
 - ▶ Group wearing the *most green*: “Ghostly Spymaster”.
 - ▶ Remaining group: “Atoning Monk”.
 - ▶ Note the checking order: red → green
- ▶ **Implement** a paper prototype as appropriate.

Workshop

After the mid-session break you will:

- ▶ **Develop** a working design document to flesh-out details not in the prototype.
- ▶ For more information, review the material here:
 - ▶ http://www.gamasutra.com/view/feature/131791/the_anatomy_of_a_design_document_.php
 - ▶ http://www.gamasutra.com/view/feature/130127/design_document_play_with_fire.php