

Assignment 06 – Game Design Document: In-Game Characters

Note: This assignment is due Tuesday March 10 at 11:59pm and is worth 6% of your final grade.

Step 1:

Open up your GDD written document and create a new section entitled “Characters”. Make sure that your entire GDD is included in this document as it may be used for reference (e.g. to the game mechanics or story). Use this document for the remainder of the course.

Step 2:

Create headers within the document with the following categories:

Character Name
Backstory
Personality
Physical Appearance
Abilities
Relationships to Other Characters

Use these headers to help guide your writing, and remember, you’ll need to fill out a character profile for **every** character in your game. Focus first on your **player character**, followed by **party members**, main **antagonist** (villain), and known **enemies** or **NPCs** (non-player characters). It is expected that there will be less detail for less important characters. You may find it helpful to organize this information in a table. Also, if you've already detailed character Abilities in your Game Mechanics section, you may refer back to it here.

Review your notes, and the lecture as part of completing this assignment. Also, read the rubric to ensure that you are following the guidelines of the assignment.

Step 3:

Fill in the content for each of those headers, using your own ideas as they relate to the game that you’ve chosen to build.

Step 4:

Submit your finished document to Blackboard by the due date.

In-Game Characters GDD Section: Assignment Evaluation	Exemplary (100%)	Proficient (75%)	Partially Proficient (50%)	Satisfactory (25%)	Unsatisfactory (0)	Total
Specificity Are all 5 sections of the In-game Characters Section present, and well-articulated? Has the student specifically detailed each of the 5 sections? Demonstrating a grasp of the lecture/assignment? 12 marks						
Relevance Do the characters in this game improve or expand on existing games? Are they consistent with the Game Mechanics and Story sections? 2 marks						
Grammatically Sound Is this section of the GDD free of spelling mistakes, grammatical errors, and remain free of slang or jargon? 2 marks						
Breadth & Depth Do each of the sections in this assignment show detail enough to engage someone foreign to the video games industry? Are the explanations beyond simple sentences? Is it in written form, and <u>NOT</u> in point form? 2 marks						
Document Format Is the document formatted in a way that makes it easy to read, navigate and understand? Are section headers clear/organized? 2 marks						
Submitted on Time? Was this section of the GDD submitted on time, and in the correct format, as detailed by the instructor? If no, this category adds -35% to your total score.						
Total						