Assignment 08 – Level Synopsis & Player Path

Note: This assignment is due April 17 at 11:59pm, and is worth 10% of your mark in the course (18 marks total). Ensure that you read the rubric for this assignment, as always.

Step 1:

Open up your Game Design Document, and add a new section with the title **Level Synopsis & Player Path.**

Step 2:

Create headers within the document with the following categories:

Level Synopsis
Player Introduction
Objectives
Level Details
Player Path

Use these headers to help guide your writing in Step 3. Refer to your notes from the lecture to help you recall what you are responsible for beneath each of these sections.

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.

Levels: Assignment Evaluation	Exemplary (100%)	Proficient (75%)	Partially Proficient (50%)	Satisfactory (25%)	Unsatisfactory (0%)	Total
Specificity Are all 5 sections of the Levels Section present, and well- articulated? Has the student specifically detailed each of the 5 sections, demonstrating a grasp of the lecture/assignment? (10 marks)						
Relevance Do the details of this game improve or expand on existing games? Do the details of this section flow from their game mechanics/narrative? (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 NOT 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 in the assignment outline? If no, this category adds – 35% to your total score. (0 marks)						
Total						