

Game Design Assignment

Challenge: In teams, design a text adventure game that reworks (through parody, homage, criticism, re-dialogue, de-make, etc.) part of an old text adventure game (prior to 1990).

Milestone 1. Project Charter (5%) -- three pages excluding exhibits -- Due 16 January by the start of class -- Submit your document directly on the Moodle

A. Your project charter should address the following topics:

1. Scope of the project
2. Role of the participants
3. Formal process for resolving disputes amongst team members

Milestone 2. Affordances Document (10%) -- Five pages excluding exhibits -- Due 23 January by the start of class -- Submit your document directly on the Moodle

A. Your document should address the following topics:

4. Choose a game authoring environment for your text adventure ([Quest](#), [IACL](#), [ChoiceScript](#), etc).
 - a. What technical challenges will you face designing a game for this environment?
 - b. How do these affordances shape / limit your story options?
 - c. How might these limitations spark creativity?

B. Please document and reference all source material consulted during the creation of the document.

C. Please post your document onto the Wiki within 24 hours of handing it in.

Milestone 3: Game Concept Document (15%) -- Eight pages excluding exhibits -- Due 30 January by the start of Class -- Submit your document directly on the Moodle

A. Your document should address the following topics:

- a. What is your game idea?
- b. What game will you base your game on?
- c. What is the 'story' of your game?
 - i. What will the player do in the game?
 - ii. What sort of narrative will drive the game?
 1. Some **sample** questions to consider, but these will depend on the genre you have chosen. Please use these as an example. Basically, I'm looking for a description of how the game will advance.
 - a. Game setting, i.e., time period, locations, back story.
 - b. Description and background of the hero and other main characters.
 - i. What are their motivations, needs, or desires?
 - ii. How does the story begin?
 - iii. What difficulties will be faced? How will they overcome these

- difficulties?
 - iv. What is your game idea?
 - v. What is the 'story' of your game?
 - vi. What aspect of the history of video games will you address?
 - vii. What will the player do in the game?
 - viii. What sort of narrative will drive the game? (e.g., rescue, lost identity, murder mystery)
 - c. Is there a game mechanic that you've managed to work in to the text adventure and how does it work?
 - i. How does the mechanic advance / enhance the story?
 - d. How does your game take advantage of the affordances of the authoring environment?
- B. Please document and reference all source material consulted during the creation of the document.
- C. Please post your document onto the Wiki within 24 hours of handing it in.

Milestone 4: Game Prototype (15%) -- Due 6 February in class

- A. Prototype - Please hand in a working prototype of your game.
- a. I'm looking for anything here. Something that shows that you are implementing the game. It does not and should not implement everything that your team is planning, but it should have the following:
 - i. It should work (bugs allowed).
 - ii. It should have a beginning and an end.
 - iii. It should have an example of the mechanic, if you have one.
 - iv. It should tell a story.
 - v. It should be fun ... Is it fun? Make it fun. If it isn't fun, why? Is it a serious game? Why? What is the lesson to be learned? What is going to make me think?

Milestone 5: Final Game (30%), Final Document (10%), and Launch Event (5%) -- Due 8 April in Class -- Submit your document directly on the Moodle

- A. Hand in your game.
- B. Provide a descriptive document of features and changes you made between the prototype and the final game - Approximately six pages excluding the walkthrough and the exhibits..
- a. What did you include and exclude?
 - b. What did you add that wasn't in the design document?
 - c. Provide a 'lessons learned' summary of what you would do differently.
 - d. Include a walkthrough of your game.
 - e. Please document and reference all source material consulted during the creation of the document.
- C. Please post your document onto the Wiki within 24 hours of handing it in.

Milestone 6: Self and Team Assessment (10%) -- Due 9 April -- Submit your assessment directly on the Moodle

- A. A. Along with the final release of your game, each student must individually complete an evaluation of the team and its members. This evaluation should be submitted in confidence to me through the Moodle. Do not post this to the Wiki.