"Side View" Game in Unity – Individual Project   **Game Studio 1**
Assignment 1   **DMMT-3010**
Fall 2024

Learning Objectives:
- Deconstruct classic 2D games for their design, gameplay, and engagement with the player.
- Plan project stages and estimate development timelines.
- Document game development requirements.
- Create simplified, representational graphics.
- Communicate with peers through constructive playtesting feedback.
- Implement change requests and follow direction.

Assignment:
Your first assignment in Game Studio 1 is an individual Atari Style "Side View" game in the Unity game engine. The purpose of Game Studio is to guide you through the creative process of creating original games. This project will focus on concept development, then playtesting and design iteration. Your technical and artistic efforts should be kept modest, while your primary focus is on the gameplay and overall design. ***In short, keep it simple, make it fun.***

We are looking for 1 minute of gameplay from start to finish. No more! Put a Game Over screen in instead!

Each week, you will have two Game Studio classes – one with Matt (Tues) and one with Dylan (Wed). For each class in both art and programming, you will demonstrate:
1- … the progress you have made from the previous week.
2- … the specific and tangible changes you plan to show for the week ahead.

This ***weekly*** update is a requirement as we prepare you for a fast, iterative, agile development style. Large gameplay systems that take many weeks to complete should not be used in these games.

Each weekly set of tasks should be fully completable within the following week. If your scope or estimates are longer than that, your game idea is too complex and should be simplified. If your tasks are longer than 3 hours, you need to break the task down further into subtasks until they are below 3hrs.

Tasks should be broken down into the following units:
- **Short: 15 minutes or less**
- **Medium: 15m -1hr**
- **Long: 1-3 hours (long).**

Due Date:
Friday, September 27th, midnight

General Submission Requirements & Late Policy:

Late submissions will result in an immediate 20% penalty deducted from the possible assignment mark, and another 20% for each 24-hour period that the assignment is late.

This assignment is worth 25% of the semester mark.

Submission Requirements and Deliverables:

1. Original game proposal, questionnaire and summary documents should be PDF format.
2. Video should be standard codec (H264) and MP4 file Format. If we can't run your videos, we may need you to resubmit them with a different format. I recommend OBS as a screen recording tool but there are many options.
3. Include the link to Figma style guide and mood board prominently at the top of your Proposal Document as a clickable link.
4. Your final Unity Project can be handed in as a Zip file of your whole project folder. This is just for archival purposes and verification and won't be used for marking. We will discuss this further in class.
5. Playtest Feedback and Reflection Questionnaire answered and saved as PDF format.

Assignment Naming Conventions:

Naming conventions are important to adhere to in game development for consistency across developers and for organization purposes. Please adhere to the following naming formats for your submitted files:

*   Use the naming format as follows:
    *   A1 first submission: GS1_F24_A1a_DylanFries_Proposal.PDF and GS1_F24_A1a_DylanFries_Qs.PDF
    *   A1 second submission: GS1_F24_A1b_YourNameInstead_Proposal.PDF
    *   Follow a similar format for other file formats and assignment documents not listed.
*   Don't put your PDFs, videos, asset packages or other Zip files in ANOTHER zip file when uploading.
    *   *Learn automatically packages all your files into a zip file for us and it causes a lot of headaches when marking if you add more nested Zip folders.*

Writing Guidelines:

Clarity in writing is important. Some suggestions and guidelines for the written portions of this assignment are:

*   Use full sentences and paragraphs rather than point form.
*   Do an "Edit Pass" after you have written it, read it out loud to yourself and make sure your sentences are clear.
*   When editing, ask yourself if given words or sentences are redundant or distracting.
*   Avoid "Asides" and "Footnote Conversations" unless you are properly using footnotes.
*   Less is more. We are not measuring the quantity of words, but how clearly and concisely you can make your point heard. We also don't need pages and pages of answers. A sentence or a few sentences per answer should be sufficient. Your overall document should not be longer than ~2 pages, 3 MAX.
*   Feel free to discuss any of these guidelines with your instructors before the due date if you have questions or uncertainties.

Deliverable 1: Game Proposal

Proposal and Questionnaire:

General questions:

a. Which Atari/NES era game are you basing your game on and why?
b. What is the backstory of the game you are proposing? (2-3 sentences max!)
c. What is the elevator pitch? This should be a single, punchy sentence that summarized the gameplay experience.
   - *"X meets Y but with Z", e.g., "Pac Man meets Terminator set in the Jungles of Jurassic Park"*
d. What is the narrative theme and genre of your game?
   - *This is the subject matter the game is built around. Themes and genres can be simple like "color matching." More complex story-driven games might be "historical warfare."*

Core Mechanic

a. What is the core mechanic? (e.g., Jumping, flying, dodging, shooting)
b. How does that core mechanic progress or stay interesting throughout the game?
c. What end game challenge are you teaching the player how to overcome (what is the boss battle?)

Movement:

- How would you describe the movement? How should it "feel" to the player?
  - *e.g., Tight and responsive, heavy and strong, floaty and relaxing, precise, etc.*
- What should happen when a player collides with an obstacle? (Will they stop instantly, bounce off, etc.)
- How should the NPC's move in the game world?
- Any other level design notes:
  - e.g., Each level is a maze, walls surround the play area, the player loops around to the other side of the screen when they fly out of bounds, etc.

Game Loop:

a. Describe the game loop of your proposed game. For example:
   1. *Player Spawns*
   2. *Asteroids spawned randomly on map*
   3. *Player shoots projectiles at asteroids*
   4. *If projectile hits asteroids, get a point, asteroid explodes into smaller asteroids.*
   5. *If the player is hit by an asteroid, the player dies and respawns with one less life.*

Art direction:

a. How will your art choices support the narrative and mechanic?
b. Create a basic style guide and mood board on Figma that outlines how you will differentiate different game elements from each other using the art. Link it (and allow us access) at the top of this Proposal document.

Effects:

a. How would you describe the type of sound effects you need? (3-5 sound effects)
b. What sort of music will be playing? (1-2 tracks)
c. What visual effects will be required? (1-3 max)
d. What happens when the game ends? How should the player feel?

Planning and budget:

a. What deliverables should we expect to see at (a) first milestone and (b) final delivery.
   a. *Consider that on a short project, the milestone may simply be the half-way point.*
b. Provide a quick breakdown of hours you expect to need (just an estimate) for the top 10 tasks in this project.

Deliverable 2: Video Recording

Consider the following:
- Resolution should be 1920x1080 or better
- Video format should use standard H264 codec and MP4 file format
- Editing your video to remove mistakes or unnecessary sections (like seeing the video recording software) adds to the professionalism
- Title cards are good for letting the viewer know what they're about to watch
- Do your best to have dialog clear and easy to understand.

Deliverable 3: Mood Board

Consider the following:
- Categorize and group your references
- Give credit where you can to the original creators
- Use text boxes where necessary to explain your decisions, however…
- … Be concise! If you find you're writing an essay in a mood board, you probably don't have the appropriate imagery
- Share a link to the public Figma board in the Game Proposal document from "Deliverable 1"

Deliverable 4: Unity Project

Consider the following:
- Should be handed in as a ZIP file of your whole project folder
- Double check naming conventions and instructions
- An exported Build of your game, in a Zip file.
- A Zip file of your whole project folder.*
- An AssetPackage Export ** of your level. It should be importable and playable into a blank project. *
    - *Note on Folders. You can and should exclude the Library and Temp folders.*
    - ** Note: Careful that physics layers and some other settings may not transfer. Be sure to test your AssetPackage can import into a blank new project and should be runnable without troubleshooting.*

Deliverable 5: Playtest Feedback and Reflection Questionnaire:

General Playtest Questions:
a. What did your players enjoy the most? What was the most successful element(s)?
b. What did your play testers struggle with or find confusing? How will you address this?
c. Do you think you were successful addressing the concerns raised? Why or why not?

Gameplay Questions
a. Is it fun to play? Why or why not?
b. Is the core gameplay mechanic interesting? Why or why not?
c. Are the rules of the game clear and concise to the player?
d. What can you do to improve the clarity of the mechanics or systems?
e. What can you do to simplify and focus back on the core loop?

Art Questions:
a. How does art support the narrative created by the core mechanic?
   - e.g. Fire is red, Ice is blue,
   - e.g. Saturation levels of the background are between 20-50% while player is between 50-80%
   - e.g. Projectiles that harm me are green
b. How does the color selection (style guide) distinguish between different game components?
c. How are you using shape, scale, or composition to help tell your story? Is this effective or not?
d. Does the player get a sense of atmosphere or ambience that supports the emotional tone of the game? Why or why not? How can you improve this?
e. Describe one art element that you think worked well and one element you would still like to improve?

Work Next Sprint / Thinking about "Next Time":
a. What tangible tasks can I complete by the next milestone that will make this game more fun, interesting, clear, or engaging and address one or more of the gameplay problems encountered above?
b. What specific art changes will you implement before the next milestone and how will they improve the clarity and immersion?

Project Management:
a. What tangible tasks did I complete since the last milestone that made this game more fun, interesting, clear, or engaging?
b. What tasks did I not complete?
c. What did I try that didn't work out and had to be removed?
d. Were there any emergent or fun surprises that I didn't anticipate but improved the game?

"Side View" Game in Unity – Individual Project   **Game Studio 1**
Assignment 1 – Milestone 1 Rubric   **DMMT-3010**
Fall 2024

Criteria	0-4	5-6	7-8	9-10
Game Design Document	No GDD was submitted.	GDD was unclear, self-contradicting, or obviously incomplete.	The game design document was mostly well written, organized, and includes most of the needed details.	Proficient, plus the document was kept up to date with changes during the development of the game. Answers are consistent and full sentences where needed.
Engagement	The game is not fun to play – it is confusing, unappealing to look at, broken or non-functional, or has a visual style which is unappealing and inconsistent.	The game is largely not fun to play. While there are elements of it which could be considered engaging and fun, the game is harmed overall by poor implementation.	The game is engaging. It is reasonably fun to play, the visual design is mostly consistent, and it is competently programmed.	The game is extremely engaging. It is very fun to play, blending strongly realised game mechanics with a consistently appealing visual design and solid programming.
	0	**1-2**	**3-4**	**5**
Mood Board	No mood board was submitted.	The mood board contained images of inconsistent mood or style, or the imagery was insufficient to set the mood for you prototype.	Your mood board was visually pleasing and conformed to the details provided in the "What" section above.	Proficient. The mood board contained high quality artwork and was cohesive, organized and well laid out making it easy to understand your vision.
Video Presentation	Video is missing **or** of poor quality and does not indicate reflection on gameplay or planning for next stage	Video is of poor quality and lacks in clarity in reflection on gameplay or planning for next stage	Video production is high quality **and** video content indicates one's reflection on planning and direction	Video production is high quality **and** video content indicates one's reflection on planning and direction. *Extra point for clean editing, removal of video/audio errors, and/or addition of titles*
	0	**1-2**	**3-4**	
Document Spelling, Language, & Mechanics	Writing is hard to understand or too many (5+) mechanical errors.	Writing is somewhat clear apart from some minor mechanical errors (3 or 4). Most unnecessary words have been removed.	Writing is excellent and has no mechanical errors. Writing is clear, easy to understand, and pleasant to read.	
	0	**1**		
Submission Requirements	Not all files submitted, naming and/or organization needs work	Files submitted correctly and naming and organization is correct		
				TOTAL **/35**