

B.Sc. (Hons) in IT – Field of Specialization Interactive Media
2025 - Year 03 – Semester 02

SE3091 – Games Technology
Assignment 02 – Game Design Document

Objective : This assignment assesses the student's ability to critically analyze and document a game in the format of a Game Design Document (GDD). You will play a chosen game during class and produce a structured, professional GDD that captures the game's core concept, mechanics, aesthetics, and technology.

Percentage of Overall : 20%

Duration : 30 days

Assignment type : Individual

Assignment created by : Mr. Aruna Ishara Gamage

Assignment Task

Prepare a Game Design Document for the game you played in class, following the structure below. Each section must be written precisely, clearly, and consistently.

Students must identify the following aspects related to your game concept and prepare the document discussing them in detail.

REMEMBER – YOU MUST BE RESPONSIBLE FOR EACH AND EVERY WORD ON THIS GDD!

Required Sections

1. **Key Idea (Game Concept Statement)**
 - A one-sentence summary of the game's core idea.
2. **Game Concept**
 - A detailed description of the idea/story, including game objectives and player motivation.
3. **Game Aesthetics**
 - **Game World** – environment design, setting, and world-building details.
 - **Characters & Props** – main and supporting characters, items, and objects.
 - **Audio** – background music, sound effects, ambient noises. Include short descriptions or examples.
4. **Game Flow**
 - Flowcharts for each level, showing player progression and key interactions.
5. **Game Story**
 - Story background, character profiles, and any relevant lore.
6. **Gameplay**
 - Player abilities, in-game experience, and how the game flows from start to finish.

7. Game Mechanics

- Genre, player mode/role, gameplay mode, platform (with justifications).
- Rules, level structure, NPC roles, and AI behavior.

8. Target Audience

- Age group, psychological characteristics, and audience-specific considerations.

9. Critical Review of Similar Games

- A comparison with at least two similar games, highlighting what's unique in your chosen game.

10. Game Technology

- Game engines, SDKs, middleware, and hardware required to develop and test a similar game.

Submission Guidelines

- **Format:** PDF document.
- **Length:** 2,000 – 2,500 words (excluding references, images, and captions).
- **Visuals:** Include sketches, diagrams, flowcharts, and screenshots where relevant.
- **References:** Use proper citations for any external resources.
- **File Name:** StudentID_Assignment2_GDD.pdf

“The Tale of the Lazy Quill”

In the shadow of Hogwarts, a whisper takes flight,
Of students who conjure their work overnight.
No parchment or quill from their own mighty hand,
Just AI-made scrolls they don't understand.

They think they're as sly as a Slytherin snake,
Copying spells they did not even make.
But beware, young wizard, for Filch's keen eye
Can sniff out a fraud in the blink of an eye.

Professor McGonagall's glare will be stern,
When your “own” grand designs are not what you learn.
For in the world of game design lore,
True magic is born from your mind — and much more.

The Sorting Hat's voice will not sound so kind,
If all it can find is another AI mind.
You'll sit in detention with quills that won't write,
Until you prove you can craft worlds that ignite.

Like Peeves with a prank, your “plan” will backfire,
When caught in the act of falsehoods entire.
Your grades will be hexed, your marks turned to dust,
For building with lies destroys all trust.

So wield your own wand, your own stories create,
Or face the long wrath of academic fate.
For the truest of wizards, in classroom or hall,
Know that stolen spells have no magic at all.

~~ PIRATES, YEH BE WARNED! ~~

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Marking Rubric

Student ID	
Student Name	

	Exceeding Expectation	Good	Satisfactory	Below Expectation	Marks
	20 - 18	17 - 14	13 - 10	9 - 0	
Game Idea & Concept [20]	Highly original, detailed, strong reasoning.	Original ideas, clear explanations, some unique aspects.	Limited originality, basic explanation.	Inappropriate, unclear, or poorly explained.	
Game Aesthetics & Story	Detailed visuals aligned with concept, strong audio; rich, engaging story with full profiles.	Good visuals, mostly aligned, clear audio; good story detail.	Acceptable visuals, minor mismatches; minimal story detail.	Poor visuals, missing or incoherent story.	
Game Flow & Mechanics [20]	Logical flowcharts for all levels; detailed rules, maps, NPC skills, player integration.	Mostly logical flowcharts; good mechanics detail.	Flowcharts present but unclear; minimal mechanics explained.	No proper flowcharts; mechanics missing.	
Target Audience & Critical Review [20]	Clear audience profile aligned with concept; strong comparison with similar games highlighting uniqueness.	Good audience profile; solid comparison with some unique points.	Weak audience profile; minimal comparison.	Audience not defined; no meaningful comparison.	
Game Technology & Presentation [20]	Detailed tech requirements fully compatible; professional, error-free, within 2,000–2,500 words & ≤ 20 pages.	Good tech details, mostly compatible; minor presentation issues.	Limited tech details; multiple formatting/word count issues.	Missing/incompatible tech; very poor presentation, outside limits.	
TOTAL [100]					