

THE BASIC SEQUENCE OF GAME DESIGN IS AS FOLLOWS:

- Come up with an idea for a game.
- Create storyboards and rough sketches of your game world, the main characters, and the action.
- List the details of your game and take into consideration everything about the game “universe.”
- Once planning is done start designing and creating your game
- Test it

Before you write a game, you need an idea — a story, something to start with. Then you need to come up with the goals of the game. Ask yourself questions such as

- What will be general Genre of the game.
 - Action/Adventure
 - Role playing
 - Simulation
 - Strategy/Puzzle
- What will be the main character doing?
- What will be the goal to achieve?
- What will the players do ? And how they will do it.

GAME PLANNER¹

What is the name of your game	
What is the primary genre of your game: Action, Adventure, Role-playing, Simulation, Social, Strategy or Puzzle	
What game platform(s) will you use to make the game	BYOB
What is the goal of your game	
Who is the target user of your game	
How many & what kind of sprites (characters) will you need	
How many & what kind of backgrounds (stages) will you need	
How will users play your game (game control interaction & rules)	
Is there a win condition? If so, how will users win your game	
Will the game keep score? How	
What music and/or sound effects do you need to enhance your game	

All assets (sprites, backgrounds & sounds) need to be original content or use assets available from game design platform BYOB - nothing downloaded from the internet if taken give a reference

¹ Sourced from Kim Wilkens's Game Design course at TES

GAME STORY BOARD

(Format)

Name: Name of Your game

Concept: *Few liner description about your game. What kind of a game it is and whats the objective i.e. what is to be done.*

Characters/Objects: *What are the characters with little description. (For eg. For first person games, game is played from the player's perspective. Whereas in a third person person game there is another character/ hero/heroine controlled by player)*

Game Levels: *How many levels will be there? What and how will be the progression of game.*

Level	Construction	Description