**EXAMEN KEUZEDEEL**

**BASIS PROGRAMMEREN VAN GAMES**

**K0788**

**BIJLAGE 1 VOOR DE KANDIDAAT  
GAME DESIGN DOCUMENT**

**Dit examen is ontwikkeld door Bob van den Berge, coach bij de Bit Academy, en Joey Schmitz, docent Software Development bij ROC van Flevoland. Onze dank gaat uit naar Lincy Ellermeijer, game developer en docent Game Development bij de HvA, voor haar hulp bij het ontwikkelen van het theoretische deel van de lesstof.**

# **GAME DESIGN DOCUMENT**

|  |  |  |  |
| --- | --- | --- | --- |
| **Project Concept** | | | |
| **1** **Player Control** |  | You control a   |  | | --- | | Player | | in this   |  |  | | --- | --- | | *Top Down* | game | |
|  | where   |  | | --- | | *A user moves the player with a keyboard* | | makes the player   |  | | --- | | *Move across the field and pick-up and throw the ball* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **2** **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *A Basketball* | appears | | from   |  | | --- | | *The top of your screen* | |
|  | and the goal of the game is to   |  | | --- | | *Get the highest score before you are eliminated. You are eliminated when the clock ticks down to zero. Each time you hit a goal a X amount of time will be added to your clock.* | | |

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| --- | --- | --- | --- | --- | --- |
| **3** **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Once the ball is in the basket & background noise.* | | and particle effects   |  | | --- | | *No* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *And the timer goes down, every time you hit the basket, an X amount of time gets added to the clock. When you have hit more than an X amount of goals the game will get harder.* | | making it   |  | | --- | | *Harder to score goals, because some parameters will get adjusted to make the game more difficult. So it will be harder to stay alive. For example: the time to pick up the ball will be reduced.* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **5** **User**  **Interface** |  | The   |  | | --- | | *Score & Timer* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *A ball gets thrown into the basket* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Basketball Madness* | will appear | | | and the game will end when   |  | | --- | | *The time is up, or you failed to pick up a ball in time.* | |

|  |  |  |  |
| --- | --- | --- | --- |
| **6** **Other Features** |  | |  | | --- | |  | |

# **Project Timeline**

|  |  |  |
| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *Zorgen dat de map klaar is.* | | |  | | --- | | *06/03* | |
| **#2** | |  | | --- | | * *Zorgen dat het karakter kan lopen en de bal kan gooien* | | |  | | --- | | *06/06* | |
| **#3** | |  | | --- | | * *Zorgen voor een scoresysteem & een spawn systeem voor de ballen.* | | |  | | --- | | *06/09* | |
| **#4** | |  | | --- | | * *Zorgen voor menu’s en een startup screen met bedrijfslogo* | | |  | | --- | | *06/12* | |
| **#5** | |  | | --- | | * *Testen & Bugs oplossen* | | |  | | --- | | *06/14* | |
| **Backlog** | |  | | --- | | * *Elke dag even opschrijven wat ik heb gedaan in mijn Logboek* | | |  | | --- | | *mm/dd* | |

# **Project Sketch**

**A picture containing screenshot, design

Description automatically generated**  
Dit is mijn sketch van de interface van de game.