DESIGN DOC: Part II

**DUE:** the beginning of week 11

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| **DESCRIPTION** | | **SCORE** | **VALUE %** |
|  | **Corrected Design Doc I – some issues not addressed** | 2 | **5** |
|  | **Theming** Develop the narrative and include how gameplay and mechanics reflect the story. | 10 | **10** |
|  | **Mechanics** Describe the game system, issues of balance, economy, resource management, the balance between skill and chance | 15 | **15** |
|  | **Set Up and** **Rules** Elaborate on the core mechanic, define the win condition, turn actions. | 15 | **15** |
|  | **Look and Feel** Include concept art, visual style, color palette | 5 | **10** |
|  | **Design** Visual styleInclude an image/illustration of the game set up | 10 | **15** |
|  | **Presentation** Well written, grammatically correct | 15 | **15** |
|  | **Presentation** Images and illustrations used effectively to communicate look and feel, mechanics and/or narrative. | 15 | **15** |
|  | **TOTAL** | 87 | **100%** |

I really like the time- and position-based mechanics. It really seems to make it feel like a gunfight. I need to play this soon!

Really nice photo examples, though I’d like to see a little more of the visual design at this point. You’ve basically only got one image showing what the game might look like.