

Week 11: Assignment 11: Game Design Document

Due Nov 8 at 11:59pm**Points** 100**Questions** 4**Available** Oct 31 at 12am - Dec 14 at 11:59pm about 2 months**Time Limit** None**Allowed Attempts** Unlimited

Instructions

Description

Defining a Final Game Project

In this week's assignment, you will create a multiple-page Game Design Document draft using the provided template as a starting point.

You will have an opportunity to revise and resubmit this draft as a final GDD in Week 13, after you get feedback from others.

What Game?

Each student may conceive an original game or select one of the game types for their midterm project that correspond to the textbook's game examples found in Chapter 7. The game you create for your midterm project can be based on the textbook's example code as a starting point, with the requirement that you make at least six (6) changes to the mechanics and/or dynamics of game play as well as replace all of the graphics (and therefore the aesthetics) with your own.

Need inspiration?

Check out some examples of past student final projects here: <http://srjc.ethan.com/student-work/game/> (<http://srjc.ethan.com/student-work/game/>)

Watch the following videos before starting:

1. "Making Your First Game: Minimum Viable Product" by Extra Credits (7m39s)

<https://www.youtube.com/watch?v=UvCri1tqlxQ> (<https://www.youtube.com/watch?v=UvCri1tqlxQ>)



(<https://www.youtube.com/watch?v=UvCri1tqlxQ>)

2. "What is a Game Design Document?" by BenderWaffles (5m02s)

<https://www.youtube.com/watch?v=V-ulpXemFiA> (<https://www.youtube.com/watch?v=V-ulpXemFiA>)



(<https://www.youtube.com/watch?v=V-ulpXemFiA>)

Read the following articles before starting:

"How to Write a Game Design Document" by Trick Gaming Studio

<http://trickgs.com/blog/how-to-write-a-game-design-document/> [\(http://trickgs.com/blog/how-to-write-a-game-design-document/\)](http://trickgs.com/blog/how-to-write-a-game-design-document/)

"GDD?! Game Design Document Examples"

<http://seriousgamesnet.eu/assets/view/238> [_\(http://seriousgamesnet.eu/assets/view/238\)](http://seriousgamesnet.eu/assets/view/238)

Play the example games from the textbook. I have created a Cloud9 workspace that you can access and/or clone to play each of the example games. Visit <https://ide.c9.io/srjcewilde/sp18-cs74-42a-phaser-book> [_\(https://ide.c9.io/srjcewilde/sp18-cs74-42a-phaser-book\)](https://ide.c9.io/srjcewilde/sp18-cs74-42a-phaser-book) to access it. You can Live Preview any game's index.html file to play it, or clone the whole workspace into your account so you can edit and tweak the example code.

The assignment requirements are as follows;



1. Select a game typology for your final game project from the following list [GitHub project folder name / book chapter section]:
 1. Top Down Shooter: Shoot 'Em Up [shmup / 7.1]
 2. 2D Platformer: Ground Fox Platformer [platformer / 7.4]
 3. Tower Defense: Tower Defense [defense / 7.5]
 4. Slicer: 80's Tech Slicer [slice / 7.12]
 5. Launcher RTS: Launcher Game [crusher / 7.16.4]
2. Start with the GDD template file provided by Trick Gaming Studios.
3. As part of your working drafting your own GDD, define the game mechanics, dynamics, and aesthetics you intend on achieving.
4. As part of your GDD, answer the question "What is the Minimum Viable Product (MVP) for your game project?"
5. Define at least six (6) customizations to game mechanics or dynamics that you will pursue as changes to the textbook example project in your GDD.
6. Your GDD must contain all of the sections from the template, except you may optionally omit sections 8, 8.1, 8.2, and 8.3.

Purpose

- Develop familiarity with game genres and typologies.
- Practice working with Game Design Documents to capture the details of game mechanics, dynamics and aesthetics that express a game idea.

- Begin ideation process for game project.

Content Resources

- Game Design Document template from Trick Gaming Studio:
 - [Tricks-GDD-Template-1.docx](#)  (MS Word format)
 - [Tricks-GDD-Template-1.txt](#)  (Plain text format)
 - [Tricks GDD Template](https://docs.google.com/document/d/1v_IpisCRtRKfJzi-4NYc5MRpLI8vfAjDY825bFv-IY/edit?usp=sharing) [_ \(https://docs.google.com/document/d/1v_IpisCRtRKfJzi-4NYc5MRpLI8vfAjDY825bFv-IY/edit?usp=sharing\)](https://docs.google.com/document/d/1v_IpisCRtRKfJzi-4NYc5MRpLI8vfAjDY825bFv-IY/edit?usp=sharing) (Google Doc)

Tools

- Text editor, such as Google Docs, Microsoft Word, Brackets, or the Cloud9 IDE code editor
- Graphics editing application, such as Adobe Photoshop, Gimp, or [Pixlr.com](https://pixlr.com/) [_ \(https://pixlr.com/\)](https://pixlr.com/)

Submission Directions

1. Share your initial Cloud9 HTML5 workspace with the instructor's account, **srjcewilde**.
For instructions on sharing a workspace, see <https://docs.c9.io/docs/share-a-workspace> [_ \(https://docs.c9.io/docs/share-a-workspace\)](https://docs.c9.io/docs/share-a-workspace).
2. Create a folder inside of your initial Cloud9 HTML5 workspace.
3. Name your folder "module11".
4. Create or upload the draft Game Design Document file(s) into the "module11" folder and also upload the GDD file in response to question 11.1.
5. Identify the game typology for your game from the five choices available. Select the type for question 11.2.
6. Identify the six (6) minimum customizations to game mechanics and/or dynamics that you plan on making for question 11.3.

This quiz was locked Dec 14 at 11:59pm.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	3 minutes	100 out of 100

Score for this attempt: **100** out of 100

Submitted Nov 3 at 4:02pm

This attempt took 3 minutes.

Question 1

70 / 70 pts

Upload your draft Game Design Document (GDD).

For full credit make sure you have:

- *Included all of the required sections.*
- *Defined the game mechanics, dynamics, and aesthetics you intend on achieving.*

↓ [Browsers_World-GDD.pdf](#)

<https://canvas.santarosa.edu/files/1745770/download>

Question 2**10 / 10 pts**

Select the game type for your midterm project as defined in your GDD.

1. Top Down Shooter: Shoot 'Em Up
2. 2D Platformer: Ground Fox Platformer
3. Tower Defense: Tower Defense
4. Slicer: 80's Tech Slicer
5. Launcher RTS: Launcher Game
6. Other: your own game concept's genre if you're not using a textbook game example.

Correct!

2.0000

Correct Answers

Between 1.0 and 6.0

Question 3**10 / 10 pts**

Identify the six (6) minimum customizations (or features) of game mechanics and/or dynamics that you plan on making.

Your Answer:

Main Menu

High Score tracking (in-session)

Enemies killed by landing on their head

breakable tiles (bricks)

breaking fire (shooting) w/sound

Music

Death sounds/music/animation

Question 4

10 / 10 pts

Describe your concept's Minimum Viable Product.

Your Answer:

A single level with enemies and breathable fire. Score increased by time remaining, enemies killed and coins collected.

Quiz Score: **100** out of 100