

Week 13: Assignment 13: Final Game Design Document

Due Nov 20 at 11:59pm

Points 100

Questions 4

Available Nov 14 at 12am - Dec 14 at 11:59pm about 1 month

Time Limit None

Instructions

Description

Finalizing Your Game Design Document (GDD)

In this week's assignment, you will revise the draft Game Design Document created in Week 11.

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.

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>) 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 your own game typology, or use 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 draft GDD you created in Week 11.
3. As part of your final GDD, define the game mechanics, dynamics, and aesthetics you intend on achieving.
4. As part of your final GDD, answer the question "What is the Minimum Viable Product (MVP) for your game project?"
5. Revise 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

- Your own draft Game Design Document from Week 11

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 "module13".
4. Create or upload the final Game Design Document file(s) into the "module13" folder and also upload the GDD file in response to question 13.1.
5. Identify the game typology for your game from the five choices available, or your own choice. Select the type for question 13.2.
6. Identify the six (6) minimum customizations to game mechanics and/or dynamics that you plan on making for question 13.3.

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

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	less than 1 minute	100 out of 100

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

Submitted Nov 20 at 9:22pm

This attempt took less than 1 minute.

Question 1**70 / 70 pts**

Upload your final 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.*

[!\[\]\(e474458956c9a37fbf9586ddb60a7fa1_img.jpg\) Browsers_World-GDD-2.pdf](#)
(<https://canvas.santarosa.edu/files/1776446/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!**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