

DESIGN DOCUMENT & DEVELOPMENT MAP

Now that you've decided on your project, it's time to flesh it out and get some specifics. Create a design document for your game.

INSTRUCTIONS

- Design Document
 - o Create a single-page design document.
 - Come up with a title!
 - Make sure to include goal & gameplay descriptions.
 - Describe the elements of the game, how they work, and how they are part of the game.
 - (optional) Include a drawing or diagram of the gameplay screen.
 - o Things to remember:
 - The game screen will be in landscape mode. (Wider than it is tall)
 - The game must be playable with a single joystick and no more than 10 buttons (preferably 8).
- Development Map
 - o Divide your game mechanics/elements/features into three categories
 - **Primary:** These are the elements that make your game minimally playable.
 - **Secondary:** These are the elements that make your game fun.
 - **Polish:** These are the elements that make the game look/sound/work nice and pretty.
 - (optional) **Wishlist:** These are anything you'd like to add but aren't necessary and you aren't sure you'll be able to pull off, or things you're thinking about but aren't sure would work.

WHAT TO TURN IN

- A PDF of your design document.
- A PDF of your development map.