



NAME:

CLASSGROUP:

GAMEPLAY VIDEO LINK:

EVOLUTION VIDEO LINK:

KEYWORDS:

[Include a promotional screenshot of your game here]

Short (Customer Store) Pitch

Sell your game in 3 lines of text.



APPROVED PROPOSAL

Short Description

Include the type of game, the goal, the pacing, ... What is your target experience?

Main mechanic(s)

Avoid the use of non-descriptive terms such as puzzles, magic, spells, ... Describe how the puzzle will work, what kind of spell, ...

Differentiation

Describe what sets your game apart from others in its genre.

Possible challenges & additional comments



THEORETICAL REFLECTION & ANALYSIS

The questions in this section will be graded for the theory part of this course. Answer the following as **briefly** and as **clearly** as possible about your game and design choices for your final assignment. If not applicable, answer "NA" along with a brief explanation as to why this question is not applicable. Pay attention to the material covered during the theory sections, try to use the correct terminology when answering.

If your answer is incomplete or unclear, we might ask for more clarification during the exam moment.

General

What **type of experience** do you intend for your players to get by playing your game?

What is the **theme** of your game?



Elements

Make a comprehensive list of the following:

- a. **Rules** of your game
- b. **Goal(s)** of your game
- c. **Challenge(s) and conflict(s)** of your game
- d. **Actions** by which the player can overcome the obstacles and achieve the goals
- e. Other actions present in the game



For each of the **actions** listed in the previous question (section d), and in reference to the **tools for design** covered in class, explain the following:

- a. How are the constraints and allowances of the action working towards creating your intended type of experience (as expressed in the earlier question)?
- b. How is the action related to the goal(s) of your game?

Make a list of **three objects** in your game, and explain the following for these objects:

- a. How does the player interact directly with the object (if applicable)?
- b. How does the player interact indirectly with the object (if applicable)?



Player

What is the **role** of your player?

Based on **Schell's considerations regarding gender**, how does your game appeal to females and males, respectively?

Based on **LeBlanc's taxonomy of pleasures**, what is/are the main pleasure(s) your game is supposed to fulfil? Explain how the game is attempting to fulfil them.

Based on **Bartle's taxonomy of player types**, what type of player is your game supposed to cater for the most? Explain how.



Mechanics

What is the **termination condition** of your game? How does this termination condition affirm and strengthen the type of experience you intend to create and your theme?

What is the **internal economy** of your game? List a **maximum of three examples** of the following, and explain for each example the functioning within the game:

- a. Sources
- b. Drains
- c. Converters
- d. Trades



What is **interesting** about your game, when you strip away the aesthetics, computational simulations and real time interactions made with the computer? What is the core of your game? *Hint: Think of "mechanics are media-independent".*

Which interesting **choices** does the game present to the player? List **three examples**, and for each example explain why they are interesting and how you avoid the recurrence of dominant strategies?



IDEA GENERATION

Include the mind maps, for the **keywords** you received.

Include a picture of your **first mind map** here.

A large, empty rectangular box with a thin black border, intended for the student to draw their first mind map. It occupies the majority of the page's central area.



Include a picture of your **second mind map** here.



Optional: Include a screenshot of additional mind maps or other techniques you used.



Briefly list and describe **game ideas** derived from these mind maps. Put the (main) one you implemented at the top. Mention why you did or did not end up going with a certain idea.



PLAY TESTING ROUND 1

Briefly describe user feedback sessions of Round 1. Summarize the main **remarks of the people who gave feedback on your game.**

How did you **change** your prototype to account for the problems that were experienced?



PLAY TESTING ROUND 2

Briefly describe user feedback sessions of Round 2. Summarize the main **remarks of the people who gave feedback on your game.**

How did you **change** your prototype to account for the problems that were experienced?



PLAY TESTING ROUND 3

Briefly describe user feedback sessions of Round 3. Summarize the main **remarks of the people who gave feedback on your game.**

How did you **change** your prototype to account for the problems that were experienced?



MY FEEDBACK ROUND 1

Choose one student you gave feedback to in Round 1 and **copy-paste the feedback you gave to that student below.**



MY FEEDBACK ROUND 2

Choose one student you gave feedback to in Round 2 and **copy-paste the feedback you gave to that student below.**



MY FEEDBACK ROUND 3

Choose one student you gave feedback to in Round 3 and **copy-paste the feedback you gave to that student below.**