course-sunday

**Department of Information Technology**

**ITP4707 GAME SOFTWARE DEVELOPMENT AND ASSURANCE**

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| **Tutorial 1 – Game Design** |

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|  | The role of a computer game developer is to develop a game starting from a game idea to the final game software.   1. Given that one possible source of game ideas is to brainstorming, state TWO other sources of game ideas.   Reusing existing game ideas,  and inputs from the publishers (or market-led ideas).   1. If a game developer decides to reuse an existing game idea to develop a new game, suggest any THREE possible enhancements to make the new game more attractive compared with the existing game so that players will buy the new game.   Supporting multiple platform,  applying better game mechanics,  and inserting more impressive audio effects.   1. Given that Competitors Analysis is an important section in a game proposal, state TWO possible reasons in this section to convince a game publisher to invest in this new game.   The game topic is rare in the market,  and the game features are interesting than the game in the market.   1. State any SIX other important sections in a typical game proposal apart from Competitors Analysis.   Game title,  game story,  game arts,  gameplay description,  unique selling point,  target market (or platform). |
| 2 | Unique Selling Points, USPs are the elements that make your game stand out, what makes it better than and/or different compared with your competitors.   1. State TWO main purposes to have selling points in your game.   Attracting players want to buy the game,  and attracting the publisher want to invest in the game project.   1. Choose TWO games from the Internet and write down their USP(s).   “Half-life: Alyx”, applying VR technology and attractive game story.  “Assassin’s creed odyssey”, applying open world map and referencing from to the real-world landmarks. |
| 3 | 1. A requirement analyst needs to gather requirements from different sources before preparing a game design document. Name ANY FIVE possible sources of requirements.   Players of games,  software engineers,  marketing,  game designers,  customer support (or game artists).   1. In the implementation of requirement analysis, state ANY FIVE roles of requirement analyst.   Obtaining from executives,  Interview potential customers and other people that can provide the requirements of the new game,  Analyzing requirements to discover basic system properties,  Work with developers to make sure that the product is matched with requirements,  Maintaining the requirements analysis document that list and elaborate requirements,  Managing how requirements are changed during the game development process. |