**EXAMEN KEUZEDEEL**

**BASIS PROGRAMMEREN VAN GAMES**

**K0788**

**BIJLAGE 1 VOOR DE KANDIDAAT  
GAME DESIGN DOCUMENT**

**Dit examen is ontwikkeld door Bob van den Berge, coach bij de Bit Academy, en Joey Schmitz, docent Software Development bij ROC van Flevoland. Onze dank gaat uit naar Lincy Ellermeijer, game developer en docent Game Development bij de HvA, voor haar hulp bij het ontwikkelen van het theoretische deel van de lesstof.**

# **GAME DESIGN DOCUMENT**

|  |  |  |  |
| --- | --- | --- | --- |
| **Project Concept** | | | |
| **1** **Player Control** |  | You control a   |  | | --- | | *Survivor* | | in this   |  |  | | --- | --- | | *First person* | game | |
|  | where   |  | | --- | | *Wasd in combination with mouse* | | makes the player   |  | | --- | | *Walk and look around the map* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **2** **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Zombies* | appear | | from   |  | | --- | | *Random areas in the game* | |
|  | and the goal of the game is to   |  | | --- | | *Kill all zombies and survive* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **3** **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Like shooting* | | and particle effects   |  | | --- | | *Like growling zombies* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *description of gameplay mechanic,* | | making it   |  | | --- | | *effect of gameplay mechanic* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **5** **User**  **Interface** |  | The   |  | | --- | | *rounds* | | will   |  | | --- | | *increase* | | whenever   |  | | --- | | *The player kills all zombies in that round* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Working title* | will appear | | | and the game will end when   |  | | --- | | *The player reaches round 10* | |

|  |  |  |  |
| --- | --- | --- | --- |
| **6** **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

# **Project Timeline**

|  |  |  |
| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *Player movement and functionality* | | |  | | --- | | *06/09* | |
| **#2** | |  | | --- | | * *Zombie movement and functionality* | | |  | | --- | | *06/10* | |
| **#3** | |  | | --- | | * *Map design* | | |  | | --- | | *06/11* | |
| **#4** | |  | | --- | | * *Overal game logic* | | |  | | --- | | *06/12* | |
| **#5** | |  | | --- | | * *Menu screens/Win screen/Gameover screen* | | |  | | --- | | *06/13* | |
| **Backlog** | |  | | --- | | * *Sounds* * *Different zombies* * *Different guns* | | |  | | --- | | *06/12* | |

# **Project Sketch**

