

Design A Game 2022

Generate some ideas

Put your [brainstorms](#) or sketches here



Write a [synopsis](#) for each of your three ideas:

Synopsis 1

Chaos knight is a game where you play as a knight of light and darkness were in medieval magic times to defeat bosses with your different attacks and stargeys breath attack .choas Knight is a 2D platformer game in which you play to defat 1 boss. this game is based on hollow knight and cuphead in this game u can repat the boss to see



if you can improve your time

	
Synopsis 2	<p>Cyber run is a game where you play as a technopath set in the future to try and find the fastest way to time cube. Cyber runner is a platformer game in which the only enemy is time and the terrain. the game is like ghost runner in a 2d view instead</p> 
Synopsis 3	

Narrow it down

Complete the following sections after completing the class activities. Make sure you understand what “resources”, “scope”, “target audience”, “existing outcomes” and “evaluate” mean and how to give and receive good quality feedback.

Summary of Feedback

Game Idea	Summary of Feedback (remember because!!)
Idea #1	The visual would be cool aswell as the atmosphere. Make sure its unique or diffrent

Idea #2	Cool theme and cool potianel
Idea #3	

Pros and Cons

	Pros	Cons
Idea #1	Could be really cool and look nice Also has the chance to be visual apelling	I need to make it unqnie
Idea #2	Would be a cool fast pase game	It may take awhile to make the level science it needs to be quite big and complicated so its unqie
Idea #3		

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Research and Evaluate

What idea are you going to pick and why?

Include existing outcomes, scope, target audience, resources etc.

(100 words approx and use because!)

I am going to pick my boss game idea because i like the idea of a game with different stages to create a fun but kinda challenging game it will also see how well my art skills are .this game will be targeted at an audience of an age between 13-16 so i can make it kinda hard without the restriction of a game thats made for children this is also gives me more freedom with what i can do with my art. This game will be made in godot using a state machin for the boss attacks and stages of the fight .this game is a 2d platformer where you fight a boss the boss will change attacks and looks based on damage.

List your sources: Add links to websites or articles that helped you decide here:

1. <https://www.youtube.com/watch?v=BSCotREZ0Dw> boss state machine
2. <https://www.youtube.com/watch?v=AaJopFFkmNo> character attack animation and code
3. <https://www.youtube.com/watch?v=3kkpYtPQ-RA> Character animation
4. <https://www.youtube.com/watch?v=Jf7F3JhY9Fg> pause screen
5. <https://www.youtube.com/watch?v=Mx3iyz8AUAE> main menu

Relevant Implications

In your own words, describe at least 3 relevant implications that are important to consider before designing any video game. Complete the class activities on how to answer and the HCI lesson before completing this.

Relevant Implication	What is it and why is it important to consider when making games? State, Explain, eXample, whY
Aesthetics	
Functionality	
Usability	

Game Design Document

Title Time knight
Genre: 2d platfomer fighting
Target Audience: age between 13 -16

Synopsis
One paragraph.time knight is a 2d fighting platfomer you use your time abitly to defat the space king who betrayed you for the title of king now you face him to get your revenge .in the game you fight the space king you have 2 abilities a dodge and attack and then basic movment controlles

Game Objectives
Your objective is to finish each stage of the fight there are no check points and it goes straight into the next phase each phase will unlock a new attack for the boss including faster attacks and different ones to finish the game you must kill the boss

Game Rules
All the game rules- win/lose/scoring

You win by killing the boss and you lose if you lose all your lives

Game Structure

Levels/scenes/time etc. A Game Flow diagram.

Game Controls

Instruction of how you intend to have the game controlled on the intended platform- keyboard/mouse and details. A diagram is required

you will use set keys for set actions you can use the mouse in the menu to access a controls page that tell you what input does what you use a to move to the left and d to move to the right you use s to drop down from a platform and w to jump up you use space to attack and you use the mouse to use the menu. You use shift to dodge and or for the movement controllers you also using the keys you use 1 and 2 for your specials

Game Camera

How you intend the game to be viewed, FPS/3rd Person/2d and details/diagrams/drawings

I intend to have the games camera at 2d you will be able to see the full screen when playing so there is no need for the camera to move to follow the player

User Interface

List HUD elements and details about them- add sketches in the main menu you will have access to the option to play or look at the controls you will be able to pause the game by pressing Esc

Player

Information about the intended player: character, look, behaviour, movement etc.

the character will be small ish so its harder for hits to land as well the character will have a sort of double jump and a melee attack and a dodge that will be on a cool down do players dont abuse the mechanic

Art

Setting/level design- include rough sketches of what you intend it to look like. Drawings are required.

The level design will be set in a medieval castle the art style is gonna be more retro or 64bit

Audio
Sounds/music etc. Give a brief description of what sound and music you need. List them all.there will be audio for being your character being hit and hitting the boss aswell as background music to fit the scence

[illegible]

Resources

What do you HAVE to make this game, what people, what skills do they have, how much time, what software, hardware etc. This helps you to judge if a game is in scope (ie do-able with the given resources)

Write a bullet point list of all your resources

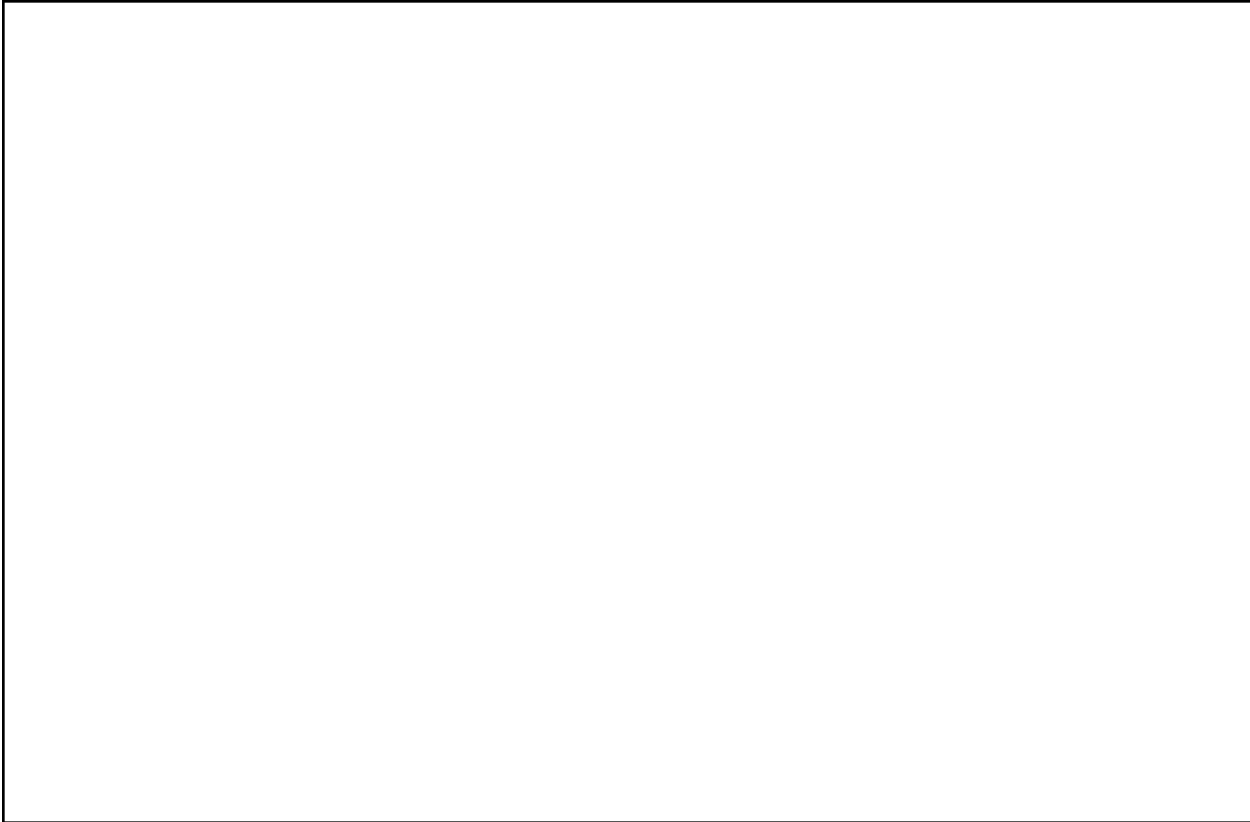
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Evaluate your Design

Justify, with evidence why this design is going to be awesome. Does it fit the theme? How does it meet the relevant implications? How will it meet the needs of the target audience?

Don't forget to include research to back up your claims. Use the internet and add a bibliography of websites or articles that you used. The better you do this section, the better the mark you will get.





Appendix 1: What is a Synopsis?

You should have an idea of a simple “game mechanic” that you like by now. (Eg. Fun fast paced platformer games). However, there is more than one way to make any game!

Take the fun fast paced platformer idea- this could be Mario world with a plumber who avoids turtles and jumps down tubes to alternate realities or Sonic who is a high speed hedgehog who collect rings and defeats bosses at the end of the level.

Both those sentences were examples of a really short and simple game **synopsis** or summary.

Notice that they are starting to get more specific? A good synopsis includes:

- Theme - what the genre and game style
- Character - who do we play this game as?
- Objective - what is the main goal or goals of the game?
- Challenge - what stops us achieving the goal(s) or makes it difficult to achieve?
- Setting - where is it set and what might it look like?

Marking Schedule

Achieved Develop a proposal	Achieved Develop a design	It could look like.....
	Provide evidence of research and generated a range of design ideas	Research into what you could make. Using the theme and coming up with a few potential games that fit the theme somehow Research into how to do 'stuff' video links, sources, existing outcomes.
	Describe the relevant social implications and end user considerations	Include consideration of relevant implications before development
The proposal includes an outcome statement which contains the problem/issue, scope, purpose and context. The proposal identifies the end user The proposal includes a list of requirements (must do...must be....must have) The proposal includes a list of Specification (technical, measurable) The proposal identifies a list of resources required	Define the purpose of the outcome and the end users	A Game Design Document (this contains the Proposal too! Requirements, specs,resources, target audience, issue(s), scope,purpose, context)
	Describe the appropriateness of the chosen design	Evaluation of your chosen proposal and design
Merit Develop an informed proposal	Merit Develop an informed design	
The proposal has been informed by feedback and research	Use feedback to improve the design	Several pieces of high quality feedback informing proposal and design
The proposal shows clear links between the requirements, specification, end users and required resources.	Explain how the design meets the relevant social implications and end user considerations	High Quality evaluation (from A criteria)
Excellence Develop an effective proposal	Excellence Develop an effective design	
The proposal includes justification, with evidence, of how it will meet the overall project requirements.	Includes justification, with evidence, of how the chosen design is suitable for the purpose and the end users.	Evaluation contains justifications with evidence of how it fits the project goals/theme/scope etc.
Mark for Proposal	Mark for Design	Comments

