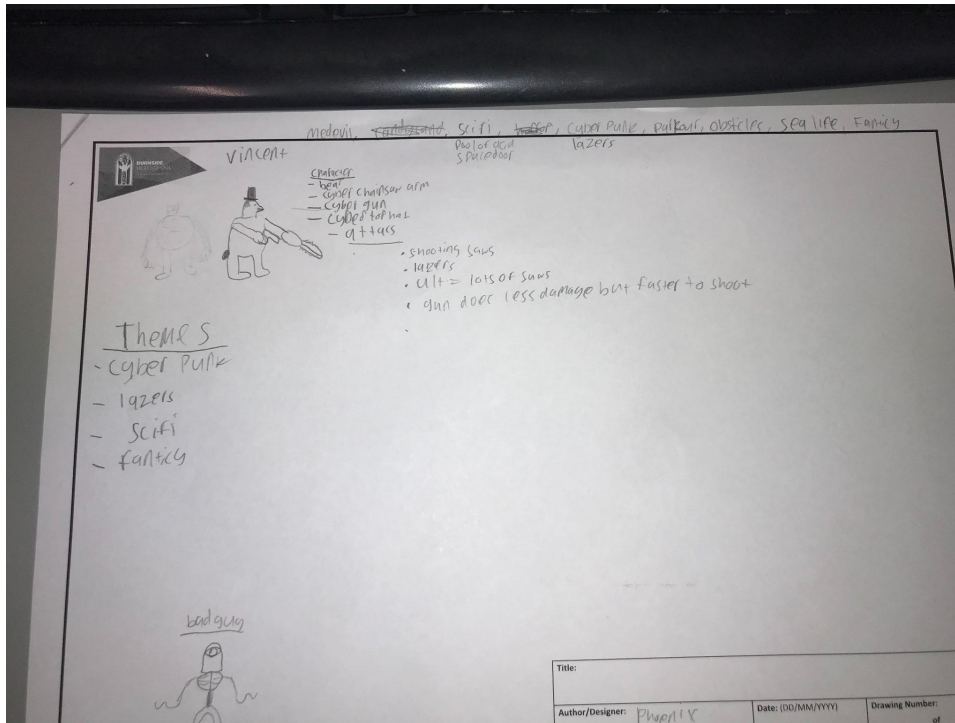# Design A Game 2022

Generate some ideas

Put your [brainstorms](#) or sketches here

Write a synopsis for each of your three ideas:

Synopsis 1	2d platformer: that you can double jump in
Synopsis 2	2d platformer that is set in the 1800's
Synopsis 3	2d platformer with death sounds and animation

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	For my new designs im thinking of making it a black and white indi game because it will be easier to make and one of my favourite games is a black and white themed indi game and i want to make death sounds and animations to make the game more realistic instead of just teleporting back to the start
Idea #2	

Idea #3	

Pros and Cons

	Pros	Cons
Idea #1	It will be a simple fun game that wont be to hard to make	Might be a bit hard to make the sounds and animations
Idea #2		
Idea #3		

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!)
List your sources: Add links to websites or articles that helped you decide here: 1. 2. 3. 4. 5.

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	Aesthetics is the look/ design of the game My theme for my game is cyberpunk. Because i want to use cyberpunk themes because they look nice and will have bright neon colors and is futuristic

	Aesthetic is important because the game would be boring without it
Functionality	Functionality is if the game works. If it doesn't function I can't play it. I was playing minecraft and filled a giant hole with tnt and blew it up then the game crashed. This happens because without it being able to function it would not be a good game
Usability	Usability is if the game is useable and safe for others to play if it is not usable it will not be good to use at all because you want to have a usable game otherwise you can't play it like if a game is too buggy or hacked it can cause someone to get a virus on their device

Game Design Document

Title:
Genre:
Target Audience:

Synopsis
One paragraph.

Game Objectives
What the player has to do to win and how they are stopped from winning

Game Rules
All the game rules- win/lose/scoring You will win by getting to the end and you will lose by getting touched by the enemys or obstacles to score. You have to kill bad guys by either jumping on top of them or attacking them.

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

Game Camera

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

User Interface

List HUD elements and details about them- add sketches

Player

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

Art

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

Audio

Sounds/music etc. Give a brief description of what sound and music you need. List them all.

Requirements	Specifications
Requirements Requirements are what must the game contain to be considered successful, what is the theme,challenge and goals in broad terms. There should be at least 5 key requirements.	**Specifications** Specifications are a list of technical and measurable things that the game "will have" or "will be" in order to achieve the requirements. Note that there should be several specifications for every requirement.
Eg Must be a 2d platform game	The game will be a 2d platform game The game will be written using Godot The game will run on low spec windows PC's The game will run full HD, 1920x1080
Eg. Must contain a hamburger as the main character	The main character will be a 256x256px sprite of a walking hamburger containing animations for idle, jump and run
Must be able to 2D platform move	This will have your character run, jump then you will have a better game

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

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.
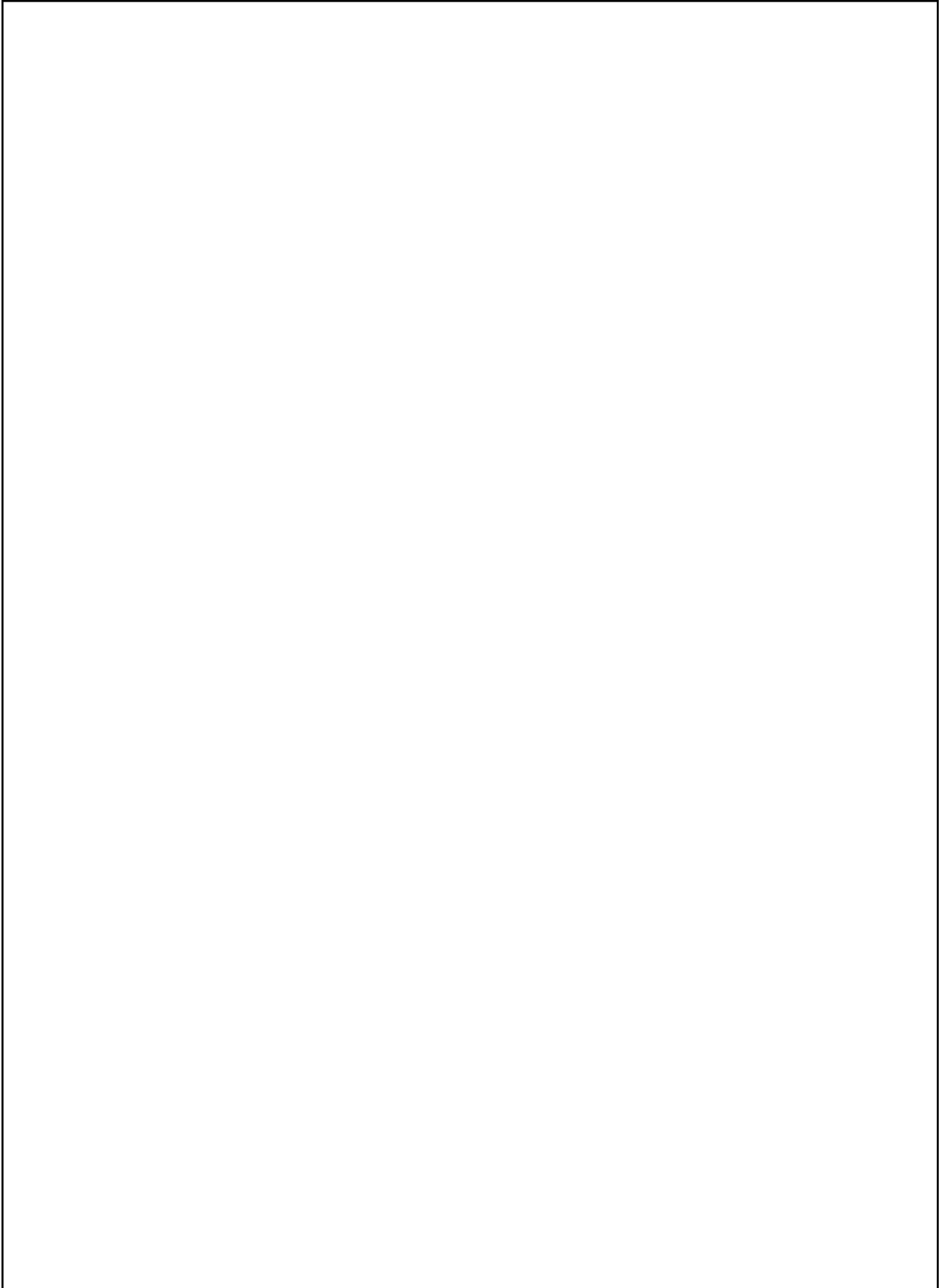
Appendix 1: What is a Synopsis?

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 Not Achieved	Mark for Design Not Achieved	Comments Lots of work still needed!