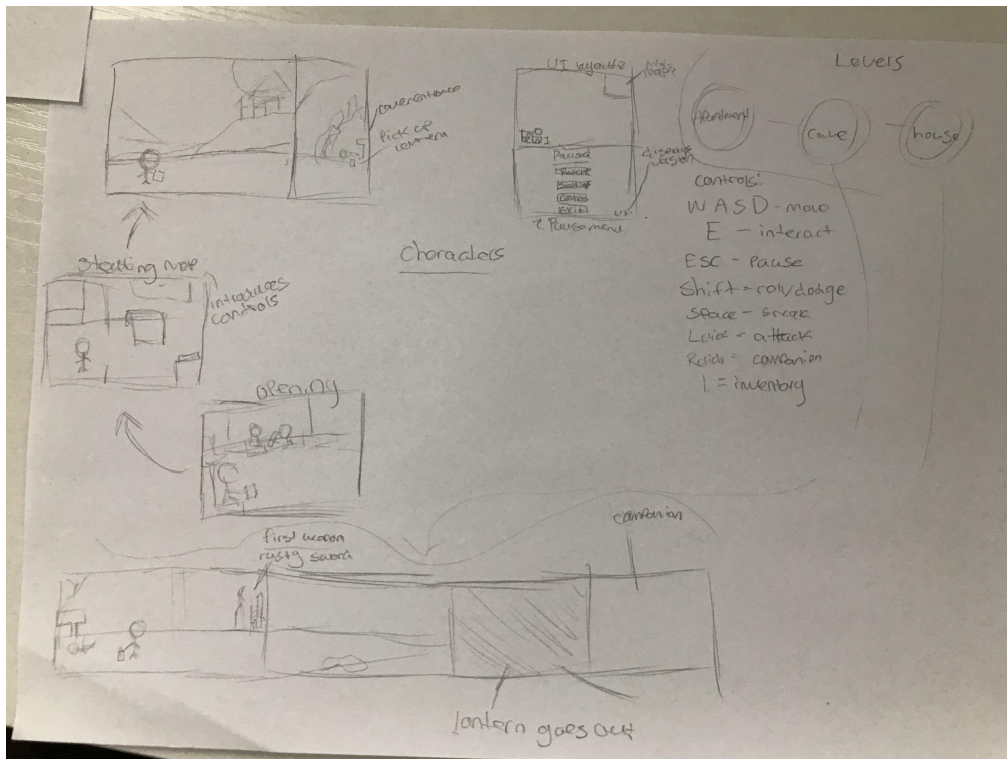


Design A Game 2022

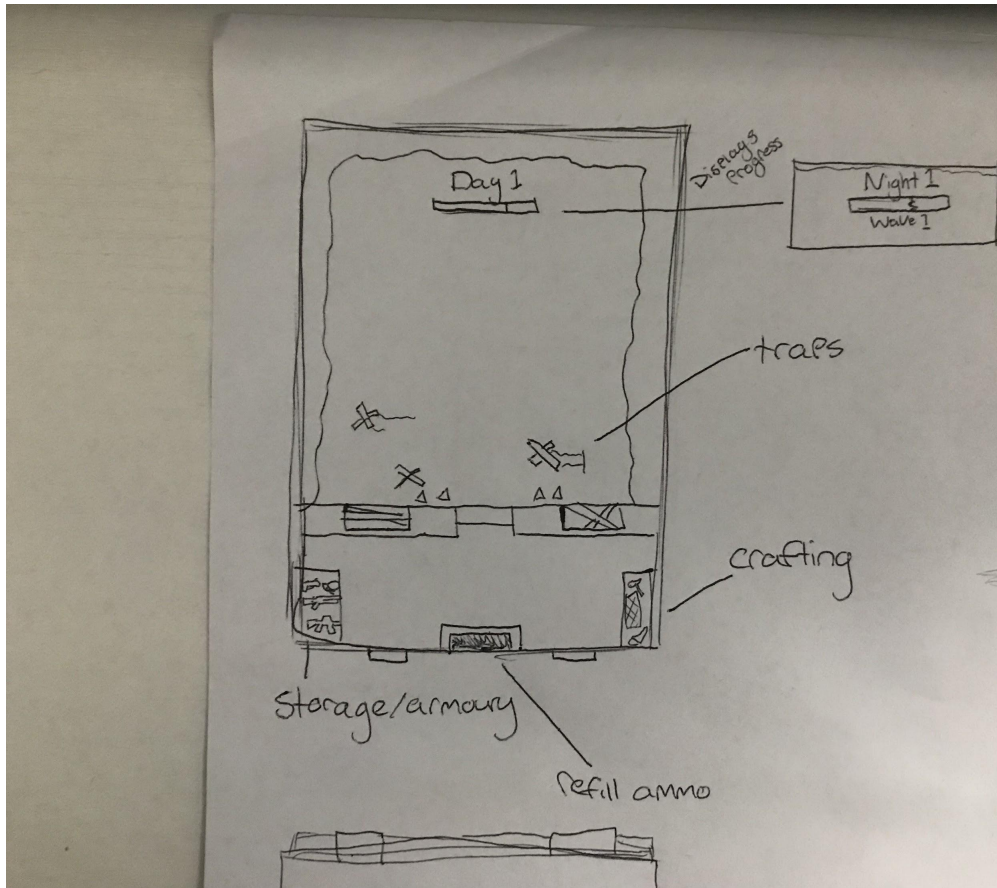
Generate some ideas

Put your [brainstorms](#) or sketches here

So far:



1st Game



3rd Game

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

Synopsis 1	2D Side on story-based Horror/Adventure game You start off entering a house and trying to navigate your way through, but there are enemies and puzzles stopping you from getting through easily. Throughout the game you find new weapons, armour and consumables that help you defeat everything in your way, along with keys/maps to help you get through to the next area.
Synopsis 2	2D Isometric view life simulation game (Sims Rip-off) You create a “household” which you then select from a few houses to play as them in. They have certain needs that you need to keep high. As they work and get more money, you can upgrade their house and add more things and rooms.
Synopsis 3	2D 3/4 View hack and slash/defence The bottom of the screen has a house which you use as a base. At the end of each day there is a wave of monsters that try to kill you and destroy your base. Through the day you spend your time upgrading/repairing your base and weapons, while at night you defend the base and try to survive.

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 first idea may be the hardest to make. It also would probably be quite short, because I need to make the entire story by myself. It would be inspired by Undertale and have mechanics similar to the Resident Evil franchise. (Finding items to use to get to your goal while avoiding monsters). Because it is a horror and it will include blood and gore, it may not appeal to younger audiences.

Idea #2	Probably also quite hard to make. This one would have the largest target audience because it doesn't include any violence etc and you can use your imagination. It is heavily inspired from The Sims franchise and it would probably be closest in similarities to the first one. (Isometric camera view).
Idea #3	This idea may be the easiest to make, because you can easily make wave systems in Godot. It is a lot like mobile games such as Clash Royale, which is very popular. It is an endless game with many upgrades and new items so it can be quite addictive.

Pros and Cons

	Pros	Cons
Idea #1	<p>Interesting/Unique</p> <p>Not too difficult to complete but also challenging</p>	<p>Not suitable for younger people</p> <p>Not much replayability for now</p> <p>Not very long??</p>
Idea #2	<p>Can be played the way you want - Imagination</p> <p>Make your own goals</p>	<p>Probably the hardest to make</p> <p>Complicated AI</p>
Idea #3	<p>Addictive</p> <p>Can be challenging</p>	<p>Repetitive</p>

Research and Evaluate

<p>What idea are you going to pick and why? Include existing outcomes, scope, target audience, resources etc. (100 words approx and use because!)</p>
<p>I have chosen idea number 3. I think that it's the only one out of the 3 that I could actually complete within the deadline, because it will have the most simplistic art style, simplistic music/sound, and, unlike the other 3, I found the it had a lot of YouTube tutorials that seemed useful and close to what was in my head. I have also thought this game out the most and feel like it makes the most sense because it's already similar to</p>
<p>List your sources: Add links to websites or articles that helped you decide here:</p> <ol style="list-style-type: none">1. https://youtu.be/FHYb63ppHmk2. https://youtu.be/peLvIUHve-43. https://youtu.be/B0omVjRlaeA4. https://youtu.be/MKsr119jyzs5.

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	<p>A large part of video games is how they look and what their style is. Successfully creating unique and recognizable art styles for the game and characters can help it stand out from other games.</p> <p>It can also set the tone for the game. For example, games that are bright and colourful are more likely to be lighthearted and aimed at a younger audience whereas darker, gritty games may include more violence and appeal to an older audience.</p> <p>The aesthetic is important to consider in my game because I want it to be</p>

	<p>quite colourful and silly looking, but blood and over-the-top gore will be included. This will establish to the audience that the game isn't meant to be taken too seriously, and the gore will make sure it appeals to 13+ Audiences.</p>
Functionality	<p>Functionality is important in video games because without it, the game may not work as intended or even work at all.</p> <p>If people are playing your game and something breaks, they may have to restart or try something else and this can take people out of the game and not want to continue because of the frustration and missing out on things that they are otherwise supposed to experience.</p> <p>When making the game I need to ensure that everything works properly before moving on to the next thing, because if one thing doesn't work, many things that come afterwards may be broken. This will also make it harder to find the origin of the issue.</p>
Usability	<p>Usability is another important implication in video games. If your game is too hard or too easy, players will move onto a different game.</p> <p>For example, if your game is too hard players may not be able to get past a certain point or if it's too easy they may finish faster than intended, or get bored quickly.</p> <p>In my game, I need to make sure everything is balanced and nothing happens too fast or slowly. The main menu will make sure that players don't feel too overwhelmed when they first start instead of putting them straight into the level</p>

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Game Design Document

Title: Harlow Ridge
Genre: Strategy, 2D Shooter
Target Audience: 13+ Teen

Synopsis

The bottom of the screen has a house which you use as a base. At the end of each day there is a wave of monsters that try to kill you and destroy your base. Through the day you spend your time upgrading/repairing your base and weapons, while at night you defend the base and try to survive. As the game advances enemy waves become larger and more difficult to defeat, however at the same time weapons and upgrades become stronger.

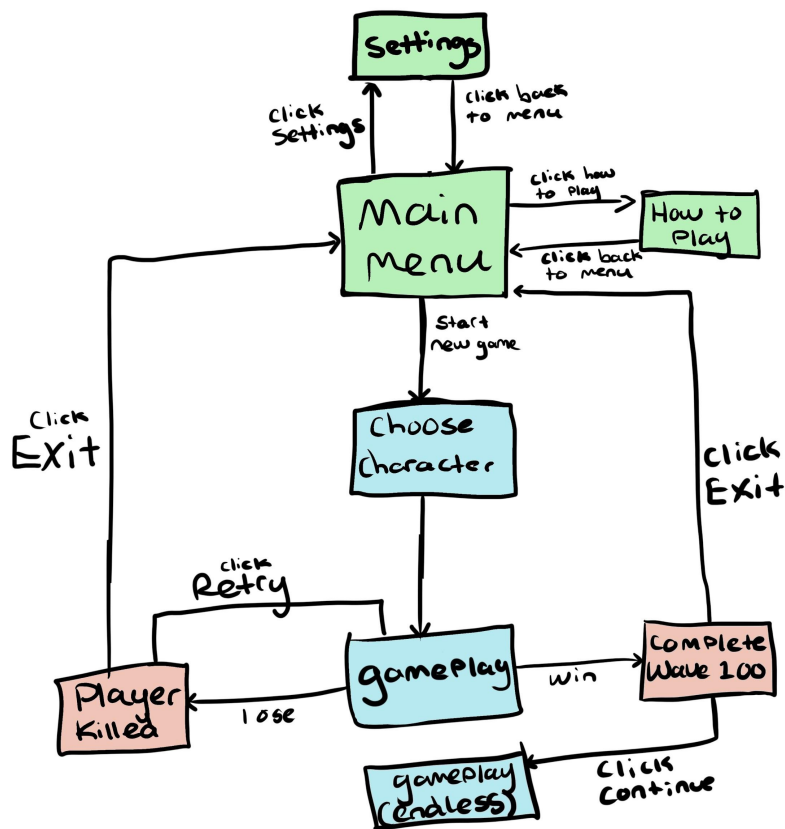
Game Objectives

Your goal is to protect your base from oncoming enemy waves. There are 10 waves per night. They only spawn at night, so you can spend the day (5 Minutes) gathering resources and upgrading/repairing your base and weapons. Your base is the only safe zone, and you will be going in there a lot for cover or to get new ammo, so if it gets destroyed then it will be very difficult to survive the rest of the night and you will most likely die. The main objective is to reach Day 100. When you die, you begin back at the start of your current day.

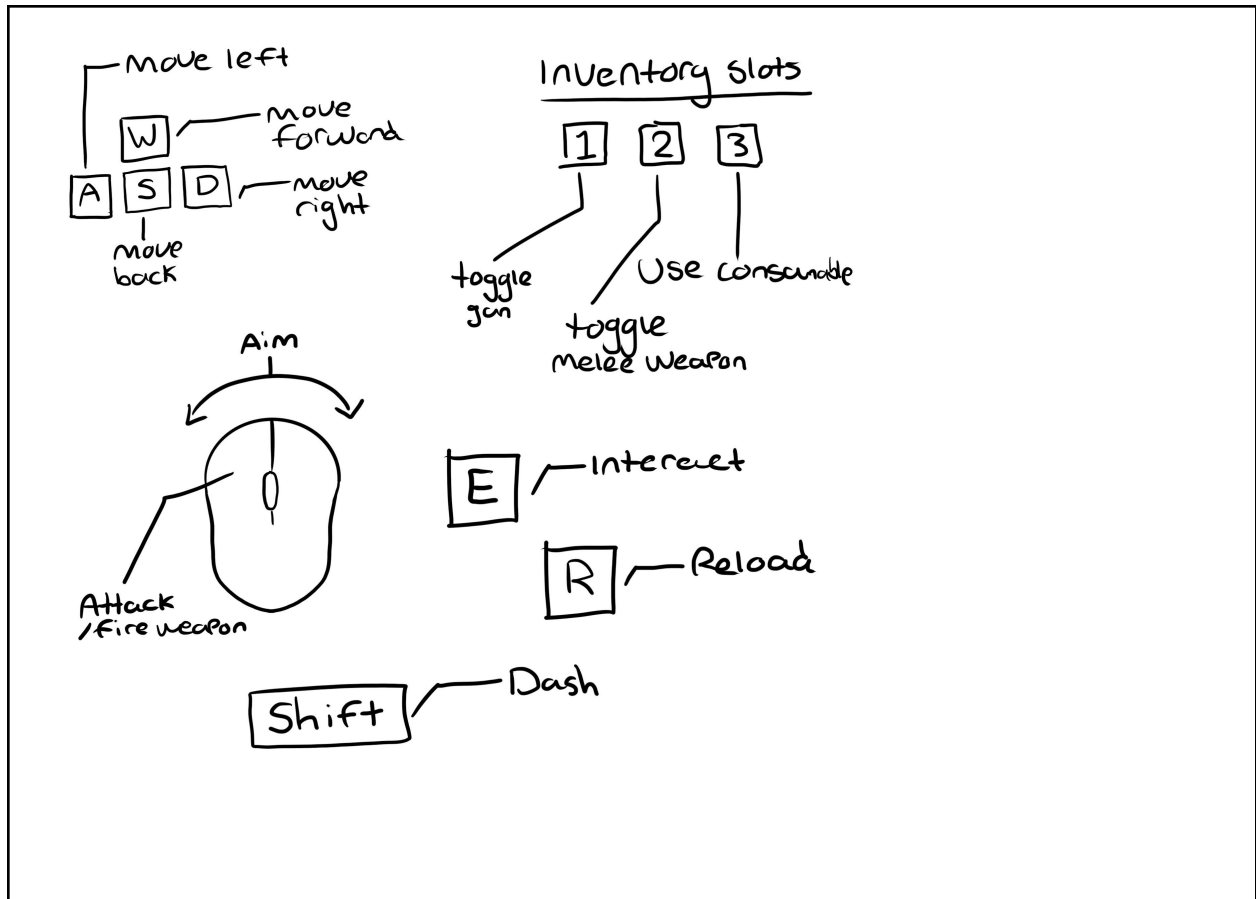
Game Rules

When either your base is destroyed or you are killed, it is game over and you must start over from the previous day. To “win” you must reach Night 100 and defeat the final enemy, then you will be granted the strongest weapon, although the game can still be played from that point to an infinite number of nights. The night/day number is your “score”.

Game Structure



Game Controls



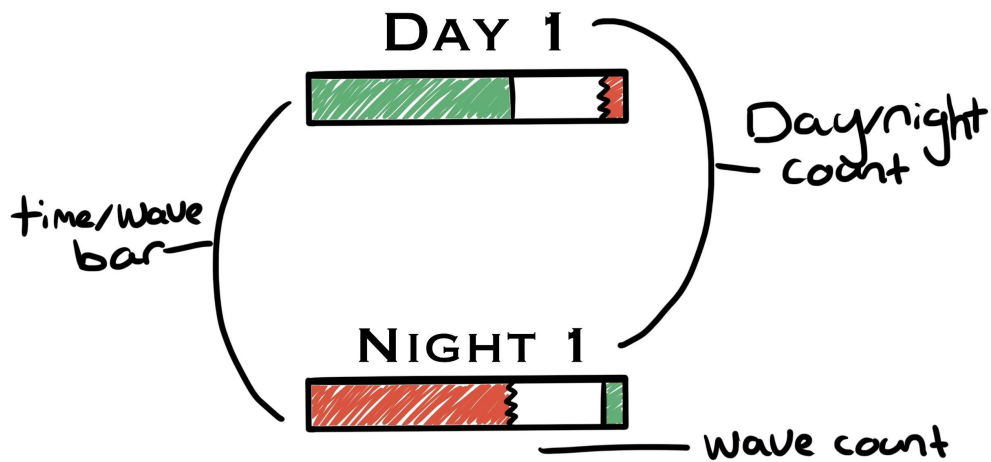
Game Camera***

The camera will always be in a 3/4 perspective view.
Here is an example of this type of camera view.



User Interface

This is the only UI in the game. It is displayed at the top of the screen.



Day/night count:

Displays a number indicating which day or night it is.

Wave bar:

During the day this bar slowly fills until it reaches the end, then it becomes night. At night the bar changes. Instead it slowly fills. The more it's filled, the less waves remain. Once it reaches the end, it becomes day again and it repeats.

Player

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

When the game starts the player can be chosen to be a male or a female.

Male



Female



- Very

quick character concepts

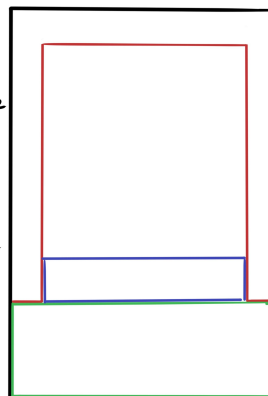
Maximum health: 100

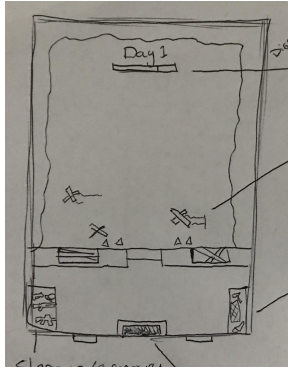
Art

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

The game is set in a forest clearing. The edges of the screen are the forest and at the bottom there is a cabin. This is used as your base.

- Key:
- - enemy spawn zone
 - - safe zone/base
 - - trap deployable zone





Audio*

During the day the audio will be slow but at night it will be

Requirements	Specifications
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 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.
Must be a 2d game	The game will be written using Godot The game will run on low spec windows PC's The game will run full HD, 766x982
Must have a main character	The main character can be chosen to be male or female The main character will take up only a small amount of screen The character sprite will be 100x116px
Must be a 3/4 perspective shooter	Camera will be 3/4 perspective like clash royale Player will use 8 directions Player will shoot in direction of mouse

Must contain a variation of weapons and tools	Must contain a shotgun Must contain a sniper Must contain an assault rifle Must contain a pistol Must contain a machete Must contain a baseball bat Must contain a chainsaw Weapons can be crafted Weapons can be stored inside base Player will be able to hold 1 gun and 1 melee weapon at once
Must contain a crafting system	Crafting station will be inside base Crafting will use resources collected from enemies
Must contain a base and weapon upgrade system	Base will have 20 upgrade stages Weapon damage can be upgraded Weapon reload speed can be upgraded Weapon Ammo capacity can be upgraded Base strength can be upgraded Base repair speed can be upgraded
Must contain a storage system	Storage station will be inside base Resources picked up from enemies are teleported here
Enemies must drop resources when killed	All enemies have a 1 in 4 chance of dropping All enemies have a 1 in 10 chance of dropping
Must be endless	Enemies will grow progressively more difficult until wave 100 After night 100, waves will be more random

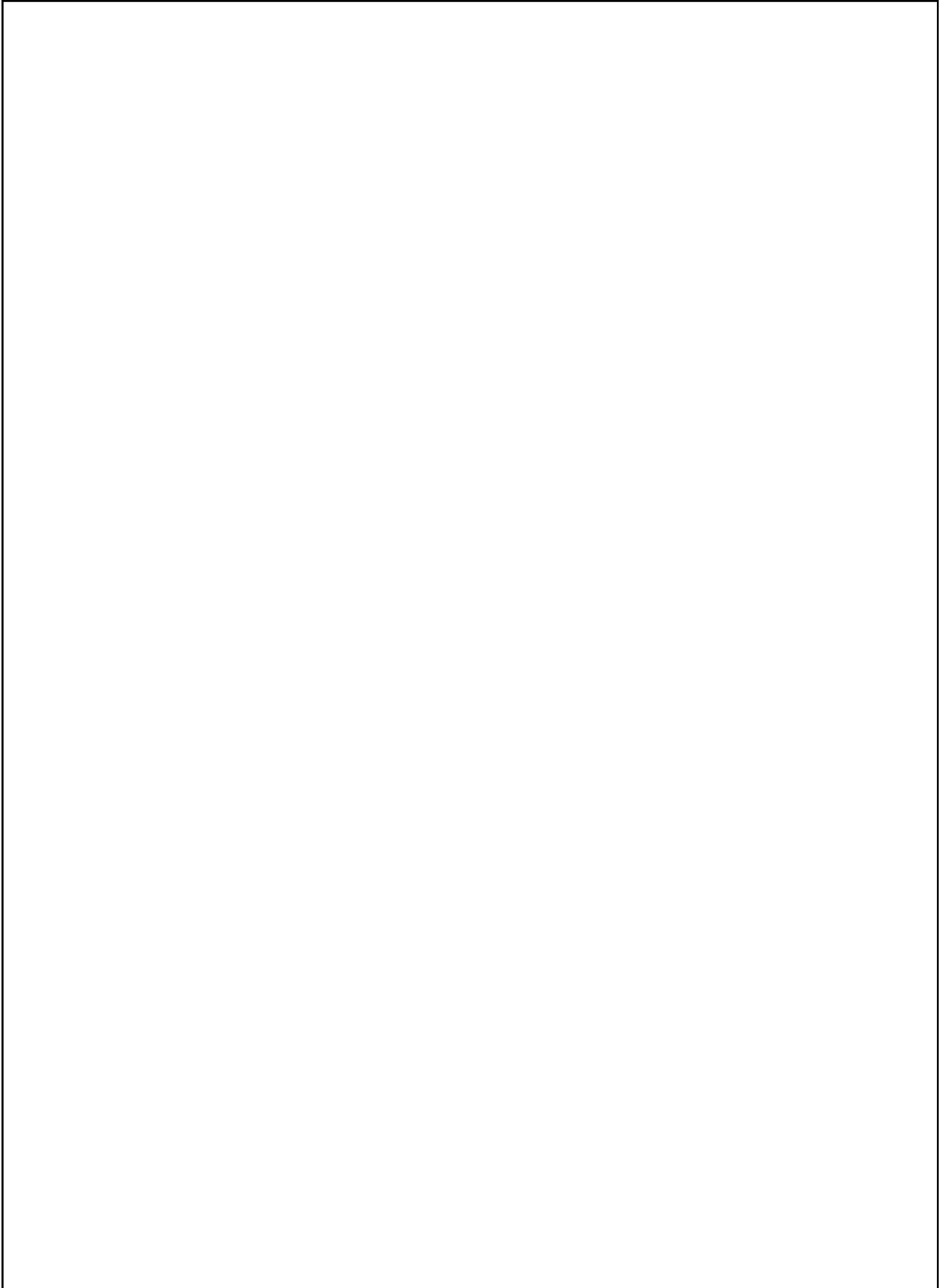
Resources
<p>What do you HAVE to make this game, what people, what skills do they have, how much time, what software, hardware etc. This helps you to judge if a game is in scope (ie do-able with the given resources)</p> <p>Write a bullet point list of all your resources</p> <ul style="list-style-type: none"> • Knowledge • Hardware • Software • Time • Video games

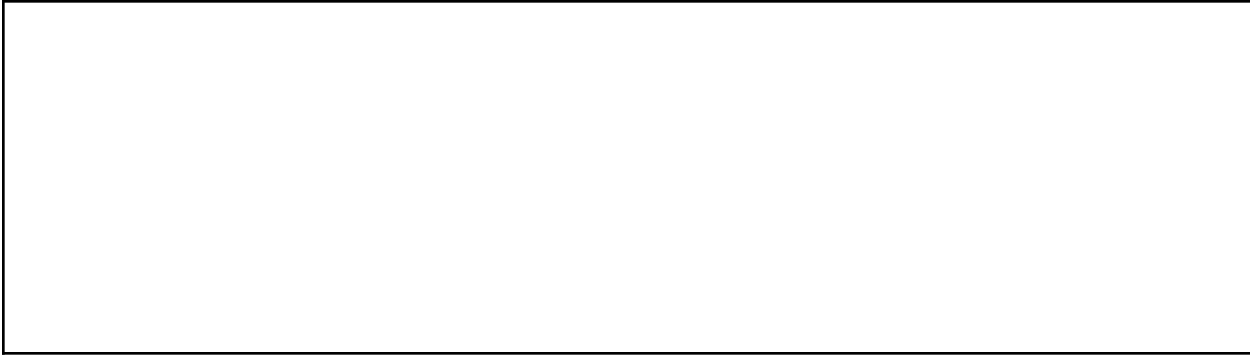
- Art
- Music/sound design
- Research

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

