Design A Game 2022

### Generate some ideas

| Put your [brainstorms](https://www.youtube.com/watch?v=xe2X0WJgI-4) or sketches here |
| --- |

Write a [synopsis](#1y810tw) for each of your three ideas:

| **Synopsis 1** |  |
| --- | --- |
| **Synopsis 2** |  |
| **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** |  |
| **Idea #2** |  |
| **Idea #3** |  |

#### Pros and Cons

|  | **Pros** | **Cons** |
| --- | --- | --- |
| **Idea #1** |  |  |
| **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: |

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**: |
| --- |
| **Genre:** |
| **Target Audience**: |

#### 

| **Synopsis** |
| --- |
| One paragraph. |

#### 

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

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

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| **Game Structure** |
| --- |
| Levels/scenes/time etc. A Game Flow diagram. |

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| **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 |

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| **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. |

#### 

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

| **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 |
|  |  |
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|  |  |

| **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 | Mark for Design | Comments |