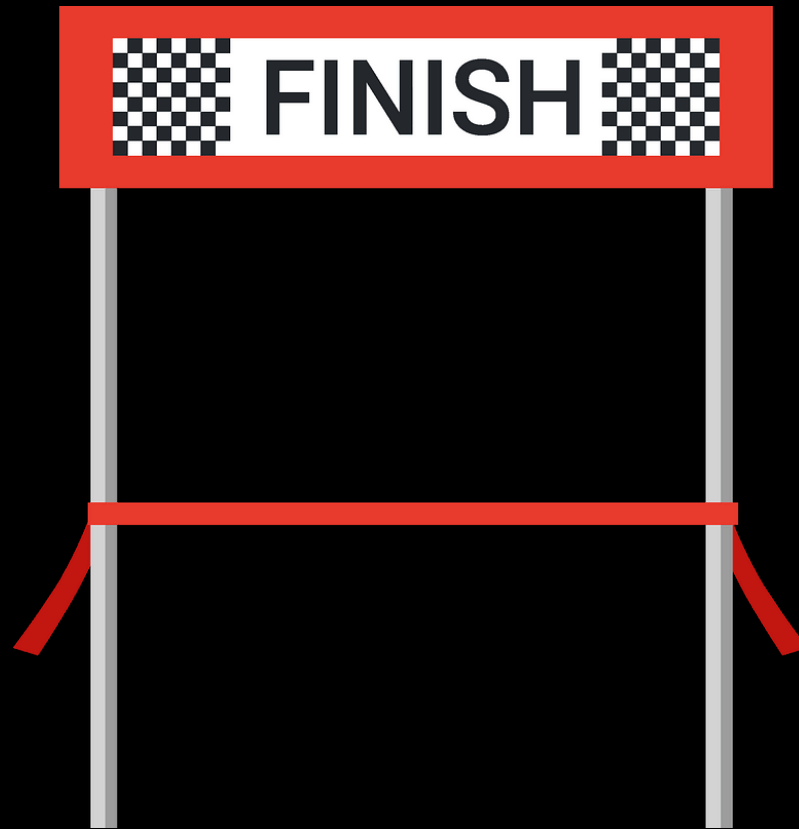


Design Lecture

Project 2 Fall 2023

Final Goal for the Project



All mechanics introduced in
5 to 15 minutes of gameplay

Have game progression
Have introduction and conclusion

PC Game, No Multiplayer

Scope: 1 Level Plus

1 Level: A single level
showcasing all mechanics

Depends on game structure

If game consists of short levels,
can be **1 World** instead

Plus: Final section of the game

Final test for the player
(Final boss/ puzzle/ enemy wave/ etc.)

OR

Final story sequence to conclude story

Focus on making a
short, highly-polished game
for your portfolio



Rubrics in Spring 2023

Component Rubrics starting Milestone 4

Choose ONE set based on
what your game is about

In addition to Compulsory Rubrics

Component Rubrics

ACTION OR REAL-TIME COMBAT
CHOICES
PLATFORMING OR SKILL CHALLENGES
PUZZLE
SIMULATION
STORYTELLING
STRATEGY
TURN-BASED COMBAT

Compulsory Rubrics will still cover
story, level design, feedback, etc.

Component Rubrics give
additional weightage based on genre

Non-BFA Art Rubrics graded by Design Lecturers

Focus on implementing essential art,
improving UX

Less focus on polish and aesthetics

Non-UXG Design Rubrics in M1 and M2
graded by Design Lecturers

Prototype is optional
Documentation are compulsory

Same Design Rubrics from M3 onwards

Team has BFA?	All Milestones
Yes	ART-BFA Rubrics (graded by BFA Lecturer)
No	ART Rubrics (graded by Design Lecturer)

Team has UXGD?	M1 & M2	M3 Onwards
Yes	DESIGN-UXGD Rubrics	DESIGN Rubrics
No	DESIGN Rubrics	

Starting the Project



Conceptualizing the game

Focus on core game mechanic



Milestone 1

Game Concept document > Prototype

Milestone 2

Prototype > Game Concept document

GCD is compulsory for everyone

Game Concept Document

Explain core gameplay and features

Summarize story and themes

Submit in M1 and M2

Game Concept Document

Keep updated

No need for fancy formatting

Keep neat and easy to understand

Feature Design Document

List features needed in custom engine

Plan feature priority

Submit in M1 and M2

Game Design Document

Describe game in detail

Plan and document game loops,
systems, mechanics, controls, etc.

Submit in M6

Prototype

Focus on core game mechanic

Evaluate core gameplay

Evaluate feedback and information

Prototype

All art, including placeholders
must be original

No need for polish or final rendering

Focus on essential assets

Pitching the Project



From **Week 1**

To catch **over-/under-scoped** ideas,
unsuitable themes, etc.

Evaluate based on **freshness of idea** and
component features

5 min pitch

Explain your **vision** for your game

Express **USP**, summarize **story**

Prepare slides and diagrams as needed

Include team composition

Not a sales pitch

Get to the point

Class A teams can book a timeslot with
Calendly (link on moodle) on Wednesday
to pitch in person in MR3A

Class B teams and teams without
timeslot submit 5-min video pitch
on moodle by Week 1 Friday

If **approved**, good to go

If **not**, pitch again **until approved**

Vague pitches, unclear explanations
will be disapproved

All the Best!

