

# Game Design Documents

part2

GAMGORA 2020/2021

# Identifier les ressources du jeu

- Mécaniques
- Espace de jeu
- Economie interne





Mechanics family:

physics

internal economy

progression mechanisms

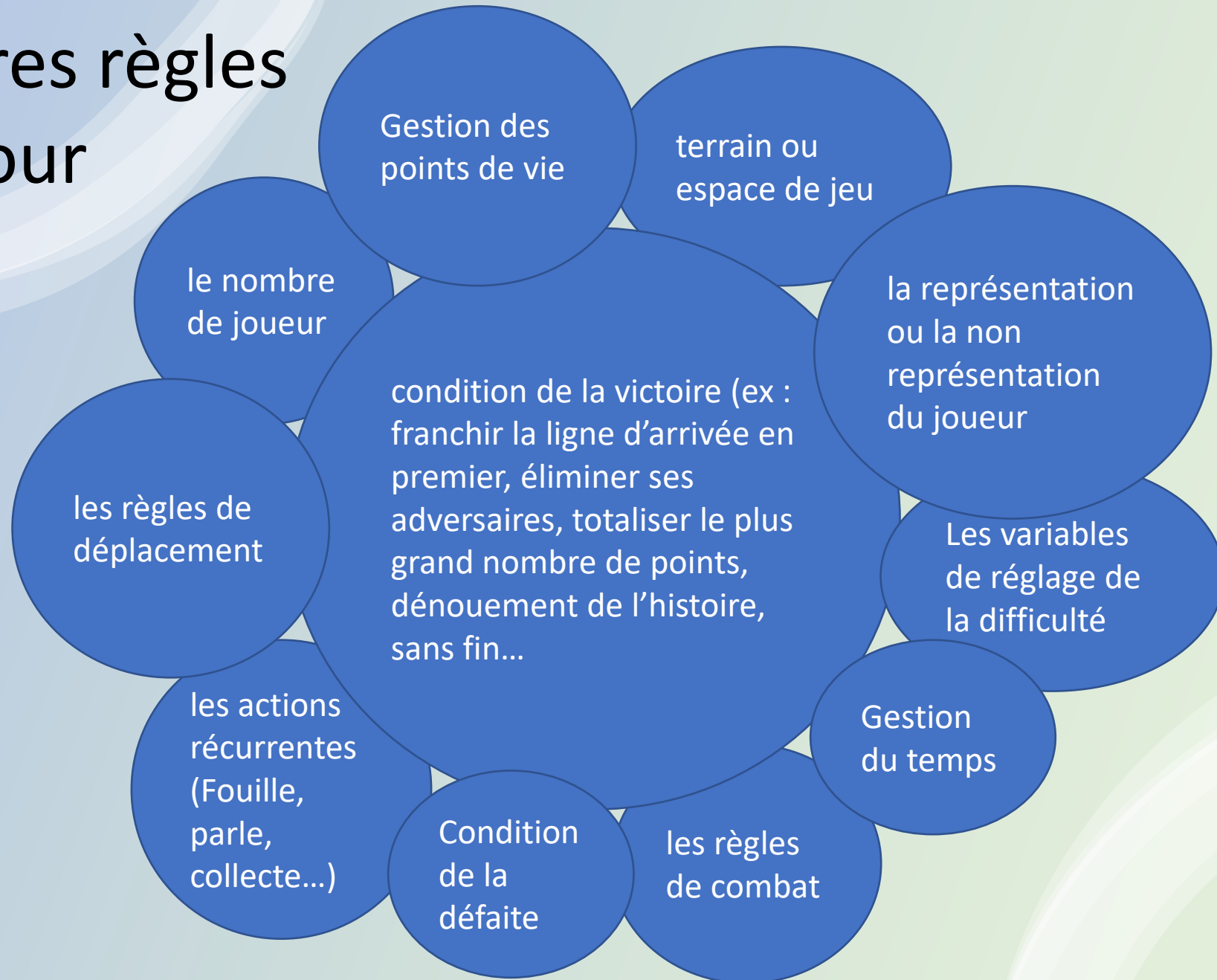
tactical maneuvering

Social interaction

Ref : Game Mechanics - Advanced Game Design - E. Adams,  
J. Dormans (New Riders, 2012) BBS

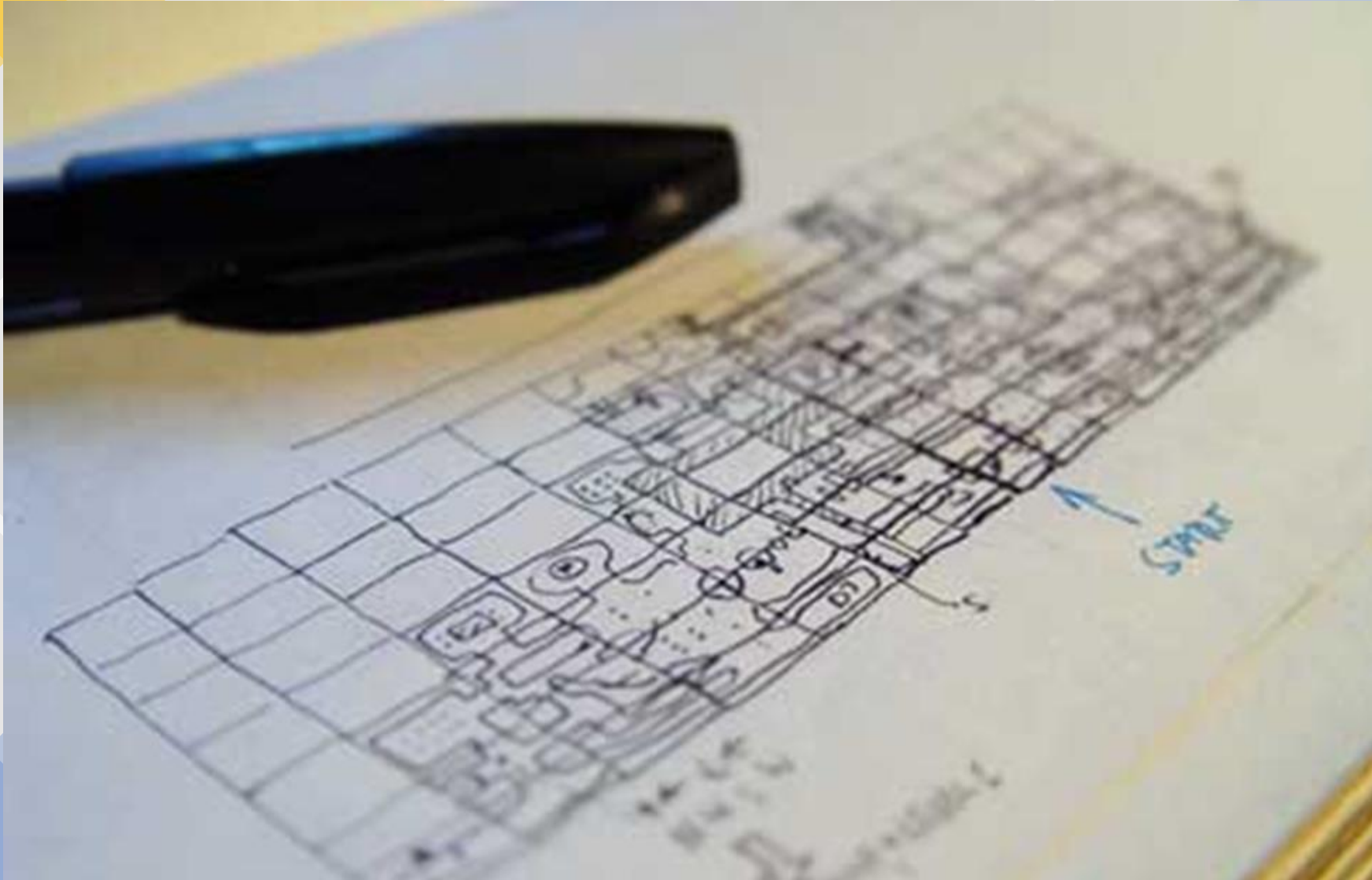
	Physics	Economy	Progression	Tactical Maneuvering	Social Interaction
Action	Detailed physics for movement, shooting, jumping, etc.	Power-ups, collectables, points and lives	Predesigned levels with increasingly difficult tasks, storyline to set player goals		
Strategy	Simple physics for movement and fighting	Unit building, resource harvesting, unit upgrading, risking units in combat	Scenarios to provide new sets of challenges	Positioning of units to gain offensive or defensive advantages	Coordinated actions, alliances and competition between players
Role-Playing	Relatively simple physics to resolve movement and conflict, often turn-based	Equipment and experience to customize a character or party	Story line and quests to give player a purpose and goal	Party tactics	Play-acting
Sports	Detailed simulation	Team management	Seasons, competitions, tournaments	Team tactics	
Vehicle Simulation	Detailed simulation	Vehicle tuning between missions	Missions, races, challenges, competitions, tournaments		

# Les premières règles à vérifier pour démarrer:





# Espaces de jeu:



# Mécanique : L'espace

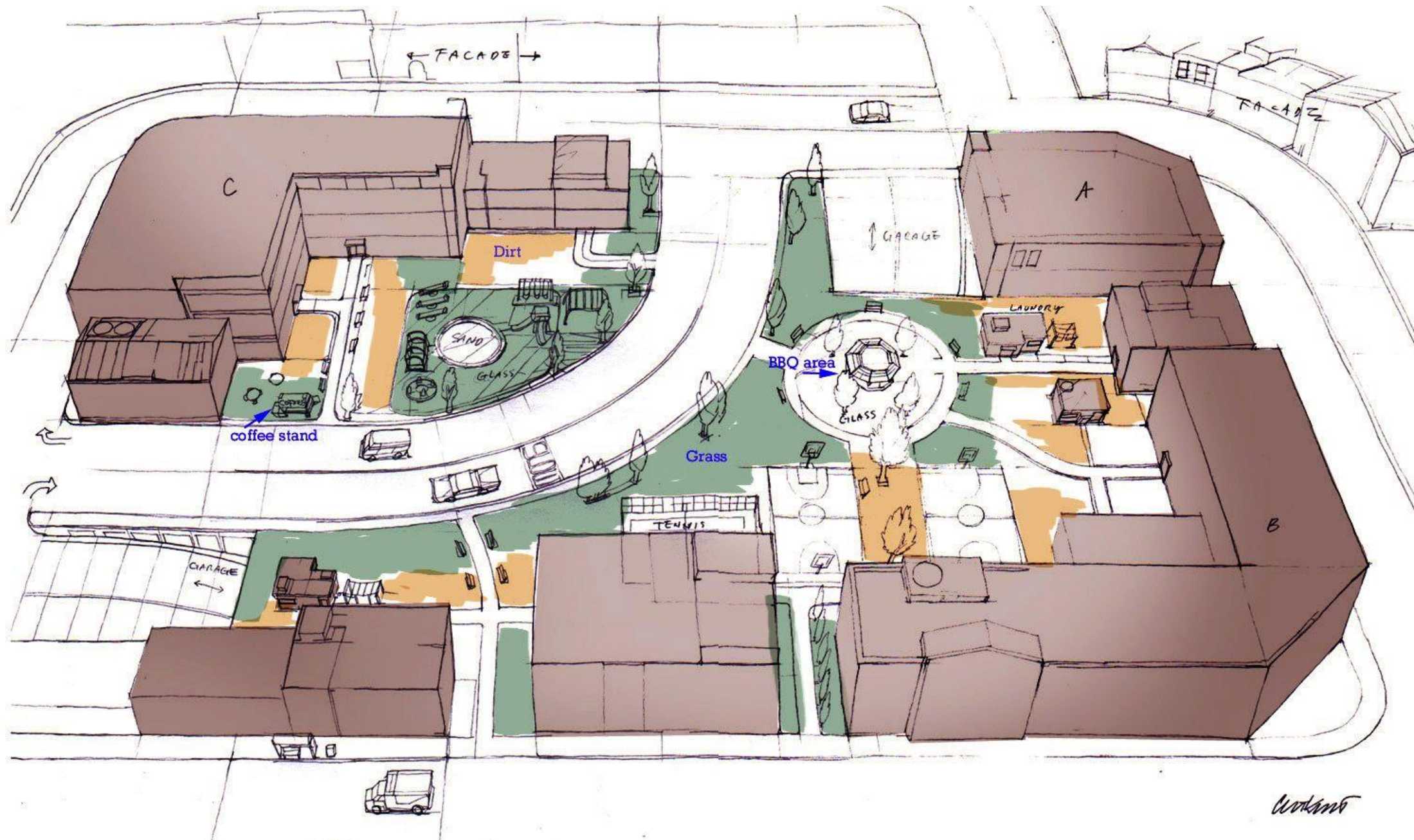
## Le cercle magique du gameplay

*Selon le livre « The Art of Game design » - Jesse Schell*

- Les endroits qui existent dans le jeu.
- La façon dont ils sont reliés entre eux.
- L'espace est une construction mathématique.







working





# Atelier GAME CONCEPT

# Game Concept

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- Fiche signalétique
- Pitch / Contexte / synopsis / Intentions
- Meta goal / But du jeu
- Résumé gameplay / Challenges / Progression
- Condition de la victoire / condition de la défaite
- Ressources principales du jeu
- Overviews IN-game
- Level concept & organisation de l'espace de jeu
- Références artistiques (Mood board)
- Points clefs



Complétez le document game concept de jeu vidéo que vous aimeriez présenter à la sélection du GAMAGORA GAME SHOW.

Rendu :

1 document GAME CONCEPT

- Nombre de page maximum : 8
- Format : PDF
- Nomenclature : [NOM]-[PRENOM]-[GAMECONCEPT]

1 Document support pour la présentation orale (5')

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