

GAME DESIGNER



What is a Game Designer?

The Game Designer is very much like the director of a movie. Game designers use plain language to **describe** exactly how the game will play. CODERS will implement this plain language, ASSET DESIGNERS will design digital objects that work within the GAME DESIGNERS descriptions. The STORYTELLER must work in collaboration with the GAME DESIGNER to ensure that the design and context of the game agree.

When I click this what happens? If I punch that goblin in the face, does it poop 5 or 10 coins? Game designers get to ask and answer ALL of these questions and more!

Useful Resources for Game Designers



Documentation Tools

- Twine - twinery.org
 - Interactive tool for telling non-linear stories.
Great for building out interactivity maps!
- LucidChart - lucidchart.com
 - Great tool for developing design documents.
Less narrative focused and more logic chart-y.

Knowledge Resources

- *Sid Meier's Memoir!* (a book)
- Game Design Doc Tutorial -
<https://gamedevacademy.org/game-design-tutorial/>

Level-up League sessions

In-person

Wednesdays @ 3:30

Bizzell III118

Online

Tuesdays @ 3 | Register at

libcal.ou.edu for link

Game Designer: Weekly Goals

These goals are meant to keep you on track as a game designer in a full-stack software development team.

Check-in with a University Libraries' Staff member at each Level-Up League weekly session to get points for goals you've hit!

Weekly Goals	...passable (1 point)	Adequate (3 points)	Impressive (5 points)	CHAMP! (10 points)
Week 1: Start game design document				
Week 2: Declare your genre!				
Week 3: Pick your input				
Week 4: Document how the controls work				
Week 5: Document how you win/lose				
Week 6: What is the game loop?				
Week 7: Document MVP goal				
Week 8: Document the sounds of the game				
Week 9: Show and tell MVP plan				
Week 10: Revision of MVP				
Week 11: Finished design document				
Week 12: Sign off on app "release"				