Game Designer

Description:

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!
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.

Tasks:

- Create and maintain a game design document
- Describe how the user will interact with the game/program
- Design game mechanics and provide descriptions
- Consider how people with disabilities will interact with the game/application
- Work with asset designer to plan and draft User Interface (UI)
- Define your "game loop" or closest equivalent

Resources:

- Sample Game Design Document template
- Sid Merier's Memoir, A Life in Computer Games - Book! Meier shares his rules of good game design and more
- GameDev Academy - Article, How to Design a Game and Use Game Design Documents
- GameDesigning - Article, Video Game Mechanics for Beginners
- Game Design Document Templates
    - Detailed 1, 2
    - Simple 1

Weekly Goals:

1. Create game design document (GDD) and start filling out what you can
2. The following should be in GDD: game genre, game engine, general idea/concept, platform/device, outline of input and controls
3. Add win/lose mechanics to GDD along with rough draft of "game loop"
4. Draft and structure the UI components and their functions (in a flowchart, etc.)
5. With asset designer, draft UI design
6. Outline game design tasks for MVP