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PHASE 2



PHASE 2 | SECOND LEVEL OF DETAIL

It is time to start fleshing out your idea, think about the game that you dream of making! What does it look like? What can you do? What will it feel like when playing it?

This is the time to think about your game as a whole, if you were to release a finished product, not what you will actually produce during the vertical slice-course. That portion which you will produce is something for the next phase!





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REQUIREMENTS | PHASE 2

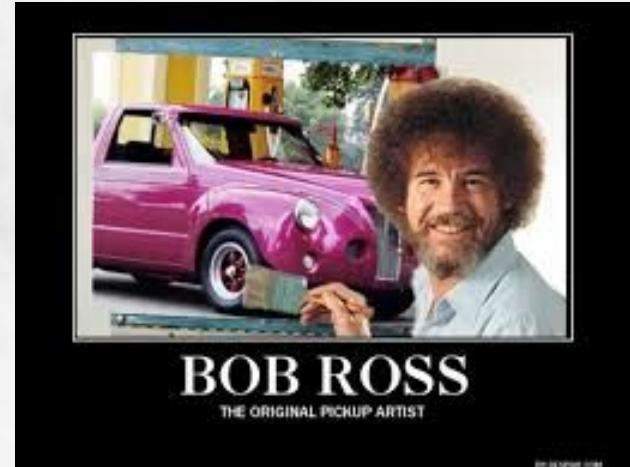




PHASE 2 | ONELINER

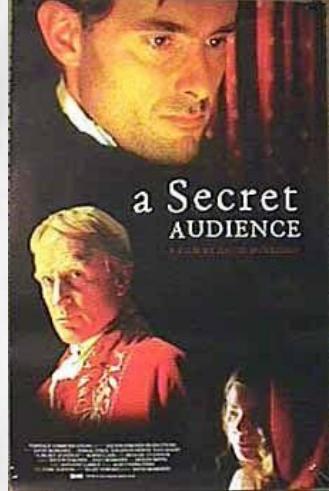
- Describe your game in one sentence/paragraph (aka. High concept) *It's a friendly game of tag! With Vampires and stuff!!!*
- Who is the game for?

Try to keep it short and sweet while creating excitement for your game! This can be very difficult to do, don't worry if you need to re-write it a few times to get it right!



PHASE 2 | AUDIENCE

- What type of games do they enjoy playing?
- What kind of challenges do they enjoy in games?
- Even though it's a lot of guesswork from your side, for a start, that's OK. Understanding how an audience works is a time consuming, research based task and you're not there just yet.



To help you get started: Who is playing your game and where are they playing? What would they rather be doing than play your game? How do you get them to stop doing that and play your game?



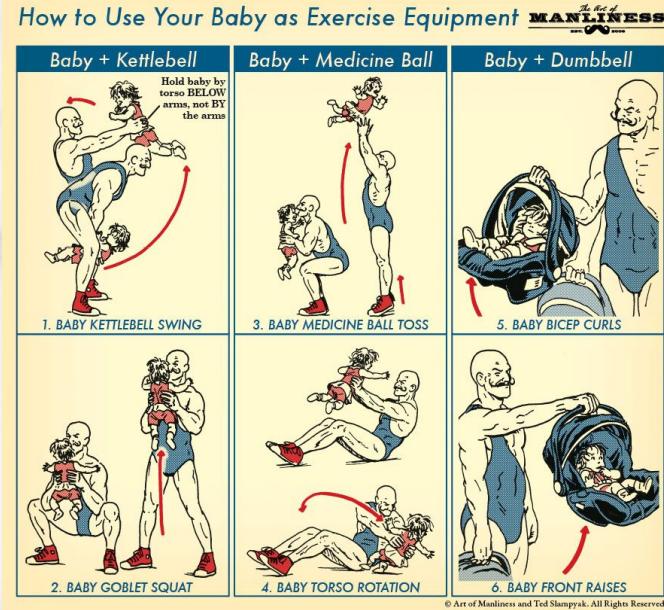


PHASE 2 | DESIGN: GAMEPLAY

- Basic Gameplay: Show a flowchart.
- Which KEY features trigger purchase / engagement?
- Which features facilitate engagement to the Audience Profiles. Why?

PHASE 2 | GAMEPLAY DETAILS

- Detailed explanation of feature 01
- Detailed explanation of feature 02
- Detailed explanation of feature 03



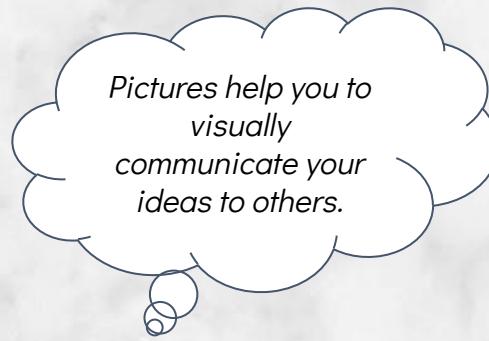


PHASE 2

EXAMPLE OF GAMEPLAY DETAILS



Sketch of object



Pictures help you to visually communicate your ideas to others.

Name of object/feature

Main thing it does
If upgraded version



Upgrade form #1

+10 HP

Upgrade form #2

+15 HP

Name of object Helmet

Main thing it does: protects player

If upgraded version

Upgrade #1: gives 10 more HP

Upgrade #2: 15 more HP

PHASE 2 | NAVIGATION

Example of Main Menu

- Flowchart: Steps from Menu to First Gameplay
- Tutorial? Draft; from Menu to First Gameplay
- Victory/Defeat Screen Mechanics





PHASE 2 | GAME WORLD

Example of Main Game World

- When is it?
- Where is it?
- Why is it? History?

MECHANICS
&
GAMEPLAY?



PHASE 2 | ART STYLE

- Visual Target in the resolution of the game
- What is the intended Art Style?
- 2D or 3D (or something in between)?
- Realistic or stylised?
- Colourful or desaturated?
- Painterly or pixely?
- Why is it right for gameplay and audience?

These are questions to help get you started on figuring out the visual style for your game, you may take away and/or add things to fit your idea. What is important is that you have an idea for what you want!

(A visual target is a painting of your game that shows the intended art style, interface, fonts etc. and should match as closely as possible the intended end result that the player will see on their monitor (as if it was a screenshot). It can be very helpful to communicate the visual style to potential team mates/publishers/other people it may concern as well as help the team plan which assets need to be made for the game.)



PHASE 2 | CHARACTER

Example of Main Character(s)

- Mechanics
- Basic Level of Detail
 - Silhouette
 - Mechanics



PHASE 2 | NARRATIVE



What is the Narrative in your Game?

- How is the narrative connected to Mechanics/Characters/Environment and Audio?
- How does the narrative support your KEY Features?





PHASE 2 | INTERFACE

- Think about User Experience
- The Interface element can support either your narrative or general feel of a game world or game aesthetics.

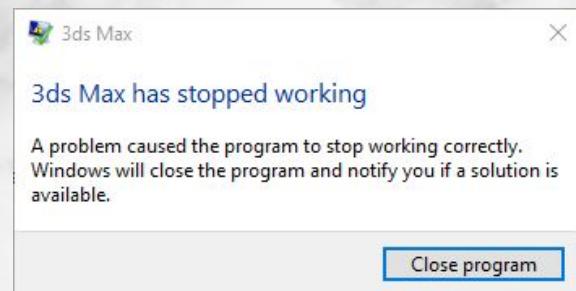


PHASE 2 | HARDWARE

- What Platform(s) is the Game on? Xbox, PS4, PC/Mac etc...
- Is your hardware accessible to your audience in the first place?
- Which hardware does your audience play on?
- Will your hardware be accessible to any disabled audience?
- Do you have an alternative to your main input device in mind?

PHASE 2 | SOFTWARE

- Which software/middleware do you need?
- Are there restrictions?
- What is your intended Engine? Which engine features are necessary for your game?
- Are there any restrictions?





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DELIVERY DEADLINE: **10/2-19**

Naming Convention:

SurnameFirstname_Phase2.pdf

ForsmarkMariam_Phase2.pdf | vonPaykullCamilla_Phase2.pdf



Before you go, there is something more.

camilla.von_paykull@speldesign.uu.se

SurnameFirstname_Phase2.pdf



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THERE IS A SCHEDULE FOR *MENTORING*
FOR YOU WHO ARE INTERESTED IN
GETTING YOUR IDEAS OUT IN THE OPEN.

Sign up by email: camilla.von_paykull@speldesign.uu.se

Signup deadline: 20/1-19

Mentoring day: 23/1-19