# Game Design – Final Project Template

***This is a skeleton outline for a game design. Your design may be more than one page!***

High Level Concept/Design

## (Module 3) Working title:

Go avoiding objects!

## (Module 3) Concept statement:

*The game in a tweet: one or two sentences at most that say what the game is and why it’s fun.*

The game that you think is that you should move your character and try to avoid some objects by jumping. Moreover, you need to gather some gems and cherries to get a high score. There may be some secret treasures in this game. I recommend that you search for it before ending.

## (Module 3) Player experience and game POV:

*Who is the player? What is the setting? What is the fantasy the game grants the player? What emotions do you want the player to feel? What are the major phases of the player’s experience in the game?*

I want to make a game for everyone, so I am going to make a game with easier actions. I made this game based on Jungle Jump, so it looks similar to that game. I am going to add some features and gems. I increased the number of things that you need to correct. When I play this game, I want users to feel fun. The main phase of this game is to jump and run. So the main part of that is the action to avoid objects.

## (Module 3) Genre(s):

Product Design

*Single genre is clearer and recommended for this class. Genre combinations are okay but can be RISKY.*

I am going to choose the Action as a genre.

## (Module 7) Visual/audio Style:

*What is the “look and feel” of the game? How does this support the desired player’s experience?*

I am going to make a game that looks like Super Mario Bros. So, my hope is that players who play this game feel funny. Because of that, I want players to find it easy to start this game.

## (Module 3) Platform(s) and primary technology:

*Platform as in PC or mobile? Primary tech as in Unity engine or Unreal Engine? For this class we will be targeting simple 2D PC games made with Unity 3D.*

I am going to choose PC as a platform. The main game platform is based on 2D.

## (Module 3) Schedule and scope

*This is for your final project so your total time to schedule is the next 4 weeks. Your final project will be made by you and should be a 30sec-60sec experience.*

I want to make the game for 3 weeks, and the rest of the final week, I want to use it as a testing week. The first week, I want to complete the Player programs and background in the first two weeks, and I want to complete the object program in the third week.

## (Module 4) Game world fiction:

*Describe the game world and any narrative in player-relevant terms.*

I want to make the game in a world that looks like Super Mario Bros. However, the narrative of my game is to go on an adventure. So, I want to use the green world as a background. The background of this code is used for the sunset picture because it is beautiful.

## (Module 6) Objectives and Progression

Detailed Game Design

*How does the player move through the game, literally and figuratively, from tutorial to end? What are their short-term and long-term goals (explicit or implicit)? How do these support the game concept, style, and player-fantasy?*

At first, I want to make a starting screen that has a space button to start the game. Then, if you tap a space button, I am going to insert instructions on the top of the screen.. At the end, I am going to make a pose that looks like the character hurt, and then the screen is going to go back to the home screen automatically.

## (Module 6) Interactivity

*UX sketch of player’s actions in the game –* ***be specific.*** *What is the player doing moment-by-moment? How does the player move through the world? How does physics/combat/etc. work?*

When we tap the space or up key, your player should jump. Moreover, I want to implement the action that if I touch the space or up key twice, the player can jump higher. Honestly, that is the only thing I think about the game. If the player hits objects, the player is going to die. I am going to implement physics for jumping.

## (Module 4) Internal structure

*“Nouns and verbs” – game objects, attributes, and behaviors: “spreadsheet specific”. This includes locations/levels and their attributes, NPCs, special effects, and any object with internal state or function.*

I want to make various features that looks complex. And I want to make a game that is not easy to search for all treasures.

## (Module 4) Core loops

*How do game objects and the player’s actions form loops? By loops we mean what actions will the player be performing most often? E.g., jumping to grab coins. Why are your action loops engaging? How does this support game goal?*

By using programming like a coin-dash game, space rocks, and jungle jump. I want to make the objects spawn everywhere. I think the basic movement is running, and the most frequent action is jumping. I am going to loop this action by coding.