Team Activity: Game Design Refinement

Get together in your final project channel. Each individual create a document to take notes for this activity that you will turn in. In your new team repo, create a folder called “Documents” and a sub-folder called “Refinement”. Commit all your notes files into that sub-folder.

**Part I, Critique**

Go around the channel and share the concept you brought from last class. Read the description, experiences and explain the storyboards. Everyone else respond (very briefly!) with one thing that really interests you, one thing you don’t like, and one open question.

Everyone write down your own notes (likes, don’t likes, questions) for each concept that is shared

* Jose’s The Grim Reaper concept is a very nice idea, being able to only extinguish souls that only the main character can see. Is there a limit to these souls? What’s the end point?
* Spencer’s Family Feud game is very unique, being able to sabotage your own family in a casual game of Family Feud. Do you restart the game when you win? What’re the rules on winning?

**Part II, Compare and contrast**

Go around the channel one at a time doing this exercise:

1. Take what you think is the most unique and interesting part of your game concept

2. Transplant it into one of the other concepts

3. Describe the resulting game in a few sentences (theme, objective, conflict, dynamics)

4. Together, discuss player experiences in that imagined game

Everyone write down the sentences you came up with in step (3) in your notes to turn in

* 3D Horror game, Livestream interface (as if you were streaming on Twitch). Same concept of the Missing person in the cave except it’s a modified version (going to an abandoned house instead of a cave, or etc.).

**Part III, Commit to a Direction**

Over the course of this week, you are going to create your team game design document (in the same format as the last homework). Things will change as you go, but at this moment you need to commit to a relatively specific direction. As a team, talk through the design document questions below. You don’t have to finalize details or write it down right now, but you need to have some general agreement. On Thursday, you’ll start writing it down and really committing to the details.

**High level: Objectives & conflicts**

1) What is the player’s goal, and what do they need to do to achieve it?

2) What are the most significant obstacles/conflicts to the player succeeding?

**More specific: The key system dynamics**

3) What is the most important player action? The most common?

4) Under what different circumstances does the player perform that action?

5) How does the environment respond to that action, and what are the possible outcomes?

**Commit to a specific idea**

6) List 2-3 player experiences that will make the game fun and interesting. Be specific and player focused!

7) Draw out a sequence of screenshot sketches showing what a player would see during those critical gameplay experiences from question 6. Pay attention to what information is on screen (environment or UI elements).

8) Write a 1-2 paragraph description that “sells'' this concept to potential players. Try to capture what makes it uniquely interesting. Describe at least the premise, aesthetic, core gameplay and how you win or lose