# Lab 4 – Game Design Document (Week 1)

Group Name: [Type Here]

Date Submitted: [Type Here]

Due Date: Oct 16th 2018

Mark: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_/ 100 = \_\_\_\_\_\_\_\_\_\_%

Late Penalty: 10%

# Purpose:

Student researches different genres, challenges, rules, story, & themes of games to create a design document typically created by game designers to develop a guide.

# Requirements:

Students must communicate with their group to decide on a genre, outline and audience for a hypothetical game.

# Week I – Game Design Inspiration:

Think about a genre & theme of game which you want to create a design document about.

This can be based of an existing game, a combination of 2 or more existing games or a brand new concept or idea.

I will have a new worksheet for you to fill out for your game every week of the three weeks.

You will need to evaluate the following decisions when creating a design document, **for each one on the final line, please list two comparison existing games**:

* 1. Theme: (sci-fi, fantasy, realism)

Fantasy based (High Fantasy, Heroes Journey)

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Comparatives: Elder Scrolls IV, Dark Souls.

1. Story: (give a quick synopsis of the story involved. Why are the players playing?)  
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   A peaceful kingdom invaded by outside forces.

Must build/recruit resources and supply line to enter hostile territory to defeat invaders.

Become the leader that defeats the enemy.  
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Comparatives:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Genre:  
     
   MMO RPG  
     
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Comparatives: World of Warcraft, Rift

1. Challenge Types:  
     
   Enviromental, Time limited objectives, Physical/terrain based challenges.

General Mobs, Boss mobs, Events mobs.

Comparatives:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Target Audience ( Player Type, Age, Gender, Countries, Platforms ) :  
     
   ESRB Teen, All/any(?) gender, PC

Focused to the Explorer and Achiever type of player  
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Comparatives:\_\_Skyrim. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Art Style: (toon, realistic, monochromatic, main colours)

Realistic, with scenic vistas.

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Comparatives:\_\_Far cry 5, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* 1. Camera View (2D, 3D, Isometric), why, and how does it benefit the gameplay?

3D – more immersive, appreciate the view

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Comparatives:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_