GAME 400/490/610

Documentation and Expectations

LEARNING OUTCOMES

- Understand, follow, and utilize the game development framework.

- Write, design, and continuously develop a set of professional Game Design Documents.

- Compose and follow a comprehensive and itemized development schedule and agile development.

GAME 400/490 DOCUMENTATION

- **These documents will be developed during the course:**
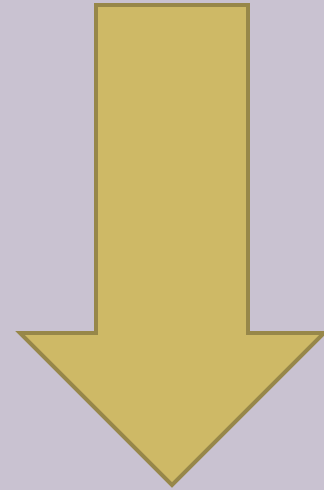 - One-sheet
  - Ten-pager
  - Style Guide
  - Asset List / Schedule
  - Game Design Document
  - Pitch Presentation

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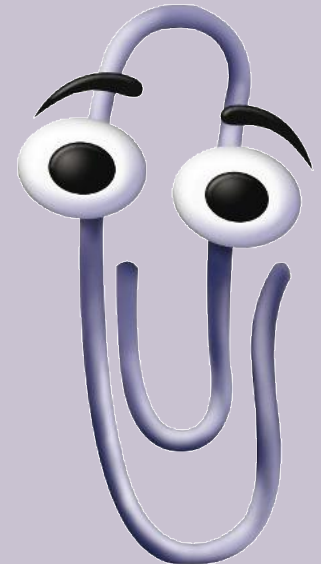 - Game Design Document
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These documents all build upon each other!

FORMATS

- For any of the documents we will be discussing, there is no 'universal' format.
- We will go over a few common templates, but you can change them as needed to accommodate your design.

You appear to be documenting your game design. Would you like help?

AUDIENCE

Each document may have a different audience.

This affects how you write it…

Ex.

Pitch documents are written towards people that will play, buy, or fund your game.

Internal documents are written for your team.

3 IS THE MAGIC

- **Good things come in threes.**
- **Three is a powerful phenomenon in gameplay and grammar**
- **The Rule of Three explained:**
  - The first example gives readers an idea about what you are talking about but by itself could be misleading.
  - The second example gives readers something to compare or contrast the first example to.
  - The third example can compliment or contrast, keeping the examples from feeling binary or contrived.
- **Use this in all examples in your writing.**
  - Never have single examples or bullet points …

FOLLOW-UP

- A quick power-point and video with tips and examples will be given for each of these documents the week that the draft is due.

    - One-sheet & Ten-pager (Week 3)
    - Style Guide (Week 4)
    - Asset List / Schedule (Week 5)
    - Game Design Document (Week 6)
    - Pitch Presentation (Week 7)