Computer Games Development Name:\_Bella\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Design Outcome 2 (Level 6)

**Task 1a)** Create a proposal for a simple computer game. This game should be of a level that you could reasonably create. You will need to have the following elements in your proposal:

* Title
* Genre
* Theme
* Platform
* Game controls
* Target audience
* Narrative
* Character design
* Level design
* Game mechanics
* User interface design
* Five features in existing games that demonstrate the features of your game
* 2 suggestions for changes to your proposal based on peer feedback. This presentation must be to the class using PowerPoint

An example game proposal for this task is in the accompanying help documentation:

|  |  |  |
| --- | --- | --- |
| **Title** | Escape From Virtual Land | |
| **Genre** | It’s a platformer game | |
| **Theme** | Its an adventure game where the player has to escape from virtual land to win the game | |
| **Platform** | PC developed with the godot engine | |
| **Game controls** | Keyboard:  W – forward  A – left  S – backwards  D – right  Space – jump  Esc – pause | |
| **Target Audience** | Everyone for young and old, no topics that are unsuitable to some audiences, there won’t be;  Blood, Violence, Injury. Escape From Virtual Land is a fun game for all the family. | |
| **Narrative** | The main character can be customized at the beginning. The player can enter their name. They start off waking up in a place that seems familiar but not quite right, They see glitches in “real life” and soon realize they are no longer in their real world. They must try to escape and return home. It’s not quite so easy as there are mobiles attacking you. | |
| **Character design** | Retro design character 8 bit. You can choose an outfit for your character. The mobiles are all the same character, They are 8 bit husks. | |
| **Level design** | Platformer which is contained in a box, 64 bit except for inside the container its 8 bit. There is only one continuous level in this game. | |
| **Game mechanics** | Simple platformer controls while inside the container, 2d plane outside of container. The main character moves left and right cross aswell as being able to jump. If the husks catch the character then the player is sent to the start of the game. | |
| **User interface design** | Simple 8 bit in the container and 64 bit outside the container. The UI is very simple. It begins with a short video of the character waking up and looking confused. Then it takes you into the platform game. | |
| **Five features in existing games that demonstrate the features of your game (with an image)** | | |
| **Game 1** | One of the key features is enemies. Just like in mario there are enemies to stop you from completing the game. In escape from virtual land the enemies are husks. In mario there are several enemies such as goombas(as pictured) |  |
| **Game 2** | Another key feature is ladders in Escape from virtual land just like in donkey kong. Donkey kong used lots of ladders throughout the game with you could fo up or down. |  |
| **Game 3** | Another key feature is the “GAME OVER” message just like in the pacman game. When the husks kill the character this message is displayed. |  |
| **Game 4** | The husks in Escape from virtual land are inspired from Minecraft’s husks. The husk is an aggressive enemy that tries to kill to the player and inflicts the player with hunger. In Escape from virtual land they just make you have to restart the game. |  |
| **Game 5** | Just like in Skyrim you are finally awake at the start of the game. |  |
| **Date of presentation** |  | |
| **Teacher feedback on presentation** |  | |
| **Peer feedback** | **Suggestion 1:** | **Suggestion 2:** |

**Task 1b)** Create a proposal for a more complex computer game. This game should be of a level similar to games that you could currently purchase in the shops. This game **should be on a different platform** from the game in task 1a

An example game proposal for this task is in the accompanying help documentation:

|  |  |  |
| --- | --- | --- |
| **Title** | Blocky Adventure | |
| **Genre** | Sandbox | |
| **Theme** | Creative and adventure game. It’s a free roam game where you can do whatever you want. No goals to accomplish. There are achievments you can unlock. | |
| **Platform** | Playstation 4/5 | |
| **Game controls** | X – jump  🔲 - crouch/sneak  **△ -** Inventory  ◯ - Drop what your holding  Pressing down left stick – sprint  L1 and R1 – cycle hotbar  L2 – Use  R2 – Attack  Moving left stick is movement  Moving right stick is looking movement | |
| **Target Audience** | This game is aimed at people who enjoy playing Minecraft. For all ages. Mild violence. E10+ | |
| **Narrative** | There is a main character and you can choose their name, appearance. The character can roam a round naturally generated landscapes and structures. They can hunt for food and gather resources. | |
| **Character design** | 3d and 256 bits, character has a choice of outfits. | |
| **Level design** | 3d and 256 bits, naturally generated landscapes and structures. There are no levels. | |
| **Game mechanics** | Can move left, right, forward and back and x to jump, with left stick and look around with right stick. | |
| **User interface design** | Bar at the bottom of the screen with items, more slots for items in the inventory. | |
| **Five features in existing games that demonstrate the features of your game (with an image)** | | |
| **Game 1** | In Blocky Adventure you can kill animals such as pigs for food and in minecraft you can also kill animals such as pigs for food. |  |
| **Game 2** | Roblox is also a sandbox game where it is up to the player and their imagination to create a world in the game. You can also be creative in Blocky Adventure. |  |
| **Game 3** | Terraria and Blocky Adventure share the aspect of adventure. |  |
| **Game 4** | No mans sky has crafting, Blocky adventure also has this key feature. |  |
| **Game 5** | A key feature of Trove that is shared with Blocky Adventue is Worlds. |  |
| **Date of presentation** |  | |
| **Teacher feedback on presentation** |  | |
| **Peer feedback** | **Suggestion 1:** | **Suggestion 2:** |