



NAME:

CLASS GROUP:

GAMEPLAY VIDEO LINK:

EVOLUTION VIDEO LINK:

MECHANICAL CONSTRAINT:

THEME:

OBJECT:



DESIGN DOCUMENT

Short description (setting, goals, actions and obstacles)

Target experience

What is the target experience of your game?

Main mechanics

Describe the rules and mechanics of your game. Avoid the use of non-descriptive terms such as puzzles, magic, spells, ... Describe how the puzzle will work, what kind of spell, ...



How does the game achieve its target experience? Which mechanics support it? Which implementation choices enable this experience (pacing, level design, responsiveness, telegraphing, difficulty, speed, balance,...)?

In which ways do the mechanics add fun, challenge or meaningful decisions to your game?



Player

What is the **role** of your player?

Based on **LeBlanc's taxonomy of pleasures**, what is/are the main pleasure(s) your game is supposed to fulfil? Explain how the game is attempting to fulfil them.

Based on **Bartle's taxonomy of player types**, what type of player is your game supposed to cater for the most? Explain how.



Mechanics

What is the **termination condition** of your game? How does this termination condition affirm and strengthen the type of experience you intend to create and your theme?

What is the **internal economy** of your game? List a **maximum of three examples** of the following, and explain for each example the functioning within the game:

- a. Sources
- b. Drains
- c. Converters
- d. Trades



IDEA GENERATION

Include the mind maps, for the **keywords** you received.
Include a picture of your **first mind map** here.

Include a picture of your **second mind map** here.

A large, empty rectangular box with a thin black border, intended for a student to draw or paste a second mind map. It occupies the central portion of the page.



Optional: Include a screenshot of additional mind maps or other techniques you used.

Briefly list and describe **game ideas** derived from these mind maps. Put the (main) one you implemented at the top. Mention why you did or did not end up going with a certain idea.





PAPER PROTOTYPE

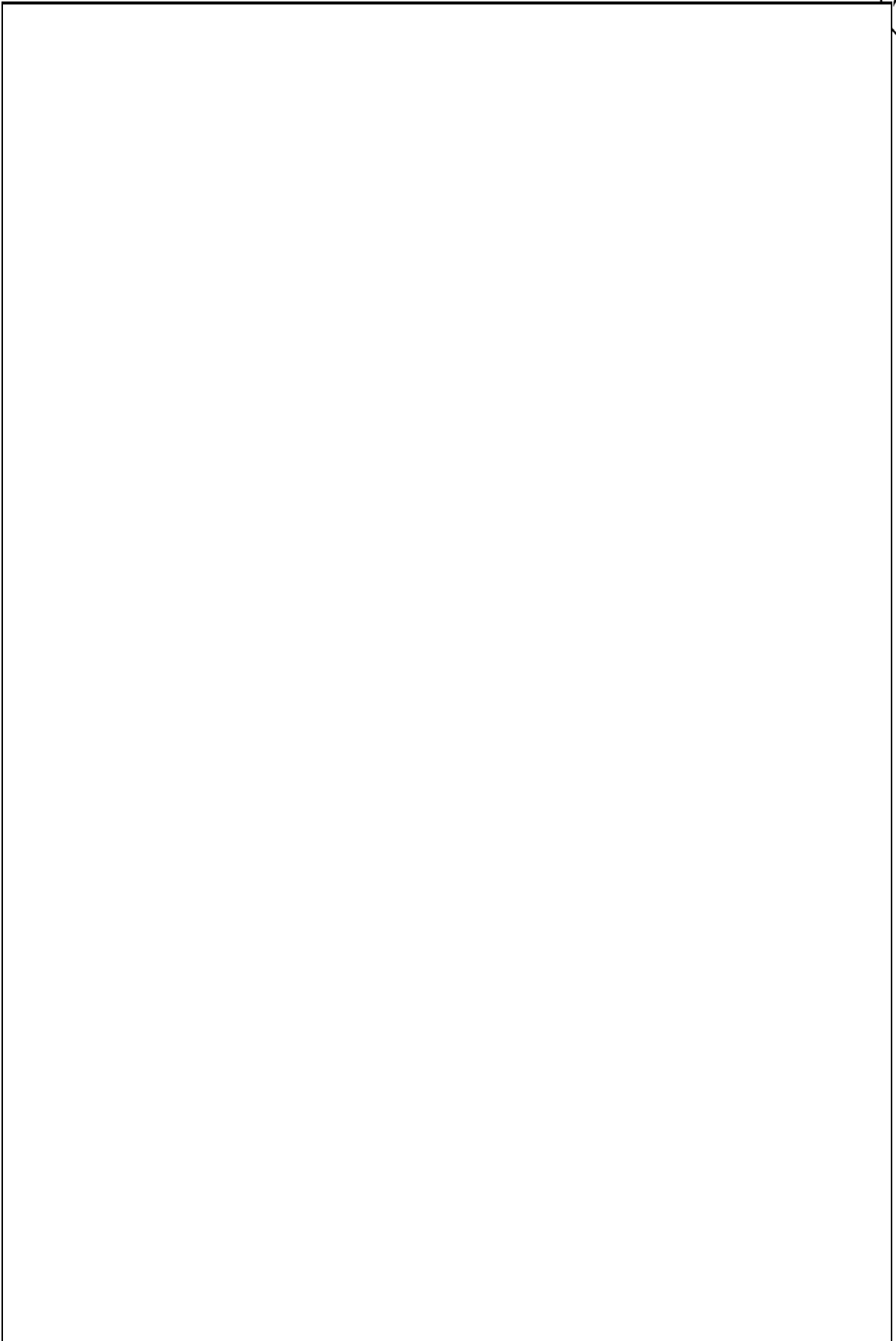
What questions did you try to answer through paper prototyping?

Describe your paper prototype

What answers did you get to your questions? What did you learn about your game?

Pictures of your paper prototype

A large, empty rectangular box with a thin black border, intended for drawing a paper prototype.





PLAY TESTING ROUND 1

Briefly describe user feedback sessions of Round 1. Summarize the main **remarks of the people who gave feedback on your game.**

How did you **change** your prototype to account for the problems that were experienced?



PLAY TESTING ROUND 2

Briefly describe user feedback sessions of Round 2. Summarize the main **remarks of the people who gave feedback on your game.**

How did you **change** your prototype to account for the problems that were experienced?



PLAY TESTING ROUND 3

Briefly describe user feedback sessions of Round 3. Summarize the main **remarks of the people who gave feedback on your game.**

How did you **change** your prototype to account for the problems that were experienced?



MY FEEDBACK ROUND 1

Choose one student you gave feedback to in Round 1 and **copy-paste the feedback you gave to that student below.**



MY FEEDBACK ROUND 2

Choose one student you gave feedback to in Round 2 and **copy-paste the feedback you gave to that student below.**



MY FEEDBACK ROUND 3

Choose one student you gave feedback to in Round 3 and **copy-paste the feedback you gave to that student below.**