# Concept & Design 1 – Game Design Document Instruction

The **Game Design Document** will conform to:

1. The tools and techniques as taught by the unit.
2. Will follow provided structure of GDD (use [examples](https://moodle.arts.ac.uk/mod/folder/view.php?id=719937) to guide you)
3. Basic Gameplay is planned for about 1 minute in length
4. The gameplay area is limited to static playfield in 16:9 aspect ratio, 1920x1080 resolution

The **Game Design Document** should include the following:

1. All elements discussed within Concept and Design 1 Assignment Brief [**Part 1: Myth or Folklore Game**](https://moodle.arts.ac.uk/pluginfile.php/1226601/mod_resource/content/1/BA%20Games%20Design%20Y1%20-%20Concept%20and%20Design%20-21.pdf)
2. The experience of play in terms of challenge as
   1. Story board in either visual with annotations or textual format
   2. Mental / Physical / Skill / Luck Matrix.
   3. Verbs list
3. Story Boards annotated with game rules showing:
   1. The games conditions.
   2. Definitions of all game objects and related events.
   3. All player actions
4. Logical models:
   1. Object Orientated Models (Game and object data)
   2. Object Behaviours as Finite State Machines (FSMs)
   3. Object Relations as Entity Relationship Diagrams (ERDs)

The **Individual Reflection** includes the following:

1. Details of all organised research undertaken into design, technical or thematic topics available as your [Trello Board](http://trello.com/)
2. Materials should include but are not limited to:
   * Visual information
     + Conceptual sketches
     + Photos
     + Screenshots
   * Citations
     + Articles etc.
   * Design materials
     + Paper and/or digital prototypes
     + code snippets
     + FSM developments