Group 2-page concept document

(Games Development Peer Assessment Exercise)

Overview

This assignment will help you practice generating and communicating games ideas and designs to your colleagues on the degree programme. It will also give you the opportunity to get used to working with rest of your group before the mid-point assessment. It does not form part of the mark for this module, but we strongly recommend you engage with this exercise fully as a practice for other assessments in this module.

Task Description

The group will agree on a concept for a videogame that could potentially be used for the main assessment and write 2-page summary of it. You must be concise and clear on what makes your game interesting. You will then share this with other students to receive feedback and give feedback on their group's concept documents.

You may discover that this is a more difficult process than it first appears!

This document will:

- Be 2 pages long
- Use 10-12pt. text minimum
- Use single spacing.
- Include three or four images that show how your game would look like and how it would play. These can be images of other games.

The game you present must be:

- For a desktop PC/Mac. i.e. no mobile games.
- Must use keyboard and/or mouse as a minimum control scheme. Xbox360 controller is optional extra. This is to ensure that it is playable by all, and can be tested in a web browser.
- Realistic in scope - something you think could be made by your group within 10-12 weeks.

It must clearly communicate your game idea/design at a high-level, enough so that the reader clearly understands the concept and what it might feel like to play.

Suggested Headings

These are similar to those you encountered in the solo concept document peer exercise. Refer to Solo Concept Document brief for a reminder.

- High Concept
- Summary
- Genre/comparisons
- Unique Selling Points (USPs)/features
- Description of Game

However, you must agree these within the group this time. This will require you have constructive discussions and negotiations within the group to decide together what game you will be making for the assignment (or at least *start* making).

DO NOT WRITE ONLY ABOUT THE STORY OR CHARACTERS.

This is a **game**, not a film or TV series. Narrative is important, but the most important thing is what is the player DOING. What buttons do they press, what happens when you press those buttons, and what do those actions mean within the world of the game?