

1)

When the game designer creates a document about the game, our first job is to create a basic playable version. (a prototype) This phase can be completed in one or two days, because this version of the game doesn't contain much implementation. We need to provide the core gameplay and the core loop to test our prototype. To complete core gameplay we will implement how the players will play the game by using what kind of controllers. And for the core loop we should provide the scene management for start, win and lose conditions. Even if we didn't figure out how these conditions work yet, we can create temporal scenes only to prove we can move around the scenes.

After we have a prototype, we should make our game looks more like the described one in the game design document. Game artists should complete the game assets and scenes, and we should combine them in the levels. This phase takes longer than prototyping, but it can be done shortly by a good planning.

After we have it, we should work on cleaning the bugs and adding our final contents to the game. It can be adding extra levels or players etc. This phase's duration depends on the game, because we can't know what is missing before this phase. To figure out what's missing or wrong, we should test the game by playing a lot. We will need extra help during testing, because it will be hard to see for us after a certain amount of time.

At the final phase we will open our complete and tested game to the market. Our final job can be giving support to our game if there is any unpredictable bugs. Or we can keep adding content to keep the players in the game.

2)

a)

- Scene management: Transitions among start, win, lose and some levels.
- Character movements, attacks
- Setting up the play space for scenes: Collisions, triggers, camera movements
- Adding some obstacles to levels
- Adding variables into scripts to calculate interactions, and to test the movements

b) Game Design Document should contain;

- Platform and controller type, when to change scene and win-lose conditions.
- Character Specifications: How will the characters move and attack?
- What will happen if objects interact with each other? Will there be a vertical or a horizontal camera movement when the player moves around?
- Game designer can add a simple image for describe how the levels look like.

Ayşenur Kılıç