

Assignment 2: Game Mechanics

Total Points: 15 (see the rubric at the end of the document for details)

Worth: 15%

Due: February 12, 2020

Step 1

If you haven't already, create a new document for your GDD. **Submit the same document for each assignment, updating it with the information given in the new assignment.**

This document should have the following headings (you can choose an order and precise wording relevant for your game):

Title and Genre
Game Mechanics & Monetization
Story & Characters
Setting/World
Art & Sound
Player Objectives/Goals
Player Introduction & Synopsis
Levels/Player Path
User Interface
Screenflow
Intended Platform
Marketing Plan

Step 2

Create the following subheadings in the **Game Mechanics & Monetization** section (again, you may choose the precise wording):

Pillars, Theme, and Thesis
Summary of Central Experience/Core Loop
Gameplay Mechanics
Game Economy (optional)
In-Game Monetization (optional)

Step 3

Fill in each section for the subheadings provided.

Pillars, Theme, and Thesis

See Lecture 2 – Learning Game Design for an explanation of each of these.

- **List 3 - 5 gameplay pillars that your experience will focus on.** These should not change significantly throughout design/development, so make sure they are the few things you really want to explore in your design. (e.g. Exploration, Crafting, Hand-to-Hand Combat, Branching Dialogue, etc.)
- **Give a short explanation of your game's narrative or emotional theme(s).** How are you trying to make your player feel or what kind of themes are you conveying? (e.g. mountain climbing, the loneliness of space, how depression changes a person's behaviour, the growing relationship between a human and their pet, etc.)
- **(optional) Give a short explanation of your game's thesis.** What kind of lesson are you trying to teach; or what philosophical/political idea would you like your game to make a player think about? (e.g. corporations aren't on the people's side, we have to work together to save the environment, forgiveness is better than revenge, it is possible to heal from a traumatic event, etc.)

Summary of Central Experience/Core Loop

Working from your Pillars, Theme, and Thesis, **summarize your game's central play experience or core loop.** Roughly what will the player be doing in the game during the bulk of their time, and what kind of feelings should they have while playing?

Gameplay Mechanics

See Lecture 3 – Game Mechanics for more information.

Write out, in as much detail as you can, the gameplay mechanics that comprise your core loop. (For games that are very large, you may want to just focus on one subsystem, like combat or crafting). Some concepts that may help you organize your thoughts:

- **Controls** (how the player makes inputs to the game)
- **Constraints** (boundaries like timer, play area, physics, camera angle)
- **Verbs** (what players can do or not do; what NPCs or enemies can do/not do; who or what is influenced by each verb)
- **Objects** (e.g. equipment, consumables, key items, powerups, puzzle features, etc.)

(Optional) Game Economy & Experience

This could include charts of what is purchasable with **in-game money** (e.g. gold/gil/credits that your player can collect in-game), where items can be obtained and how much items cost. This section could additionally include how **experience points** can be obtained and spent on abilities/skills/etc.

(Note: You probably only have a rough idea of how the game will be balanced so this section is likely subject to a lot of change!)

(Optional) In-Game Monetization

This section includes any notes you may have on how gameplay would affect actual revenue – items for sale with real money, or how real money converts into in-game currency, how progress is affected by paying for items or abilities, etc.

(Note: You probably only have a rough idea of how the game will be monetized so this section is likely subject to a lot of change!)

Rubric

	Poor	Satisfactory	Good	Outstanding
Specificity Does the entry include clear statements of Pillars, Themes, and Core Loop? Has the student clearly broken down mechanics using concepts from the lecture (controls, constraints, verbs, objects)?	1.5 marks	3 marks	4.5 marks	6 marks
Relevance Do the mechanics clearly relate to the pillars, themes and core loop defined? Are inspirations (other games or media) mentioned in the document? Are there supporting diagrams/sketches/concepts?	1 mark	2 marks	3 marks	4 marks
Grammar/Spelling Did the student use professional writing free of spelling errors, jargon, slang, and memes?	0.25 marks	0.5 marks	0.75 marks	1 mark
Breadth & Depth Is there enough information and clarity for another team member to begin prototyping? Could mechanics be communicated to someone outside the team (e.g. a stakeholder, funder, employer?)	1 mark	2 marks	2.5 marks	3 marks
Formatting Is the document well-formatted enough to use as part of the capstone showcase? Were clear headings and subheadings used to separate information?	0.25 marks	0.5 marks	0.75 marks	1 mark