# Game Design Assessment 4:

# Creating a Draft Script and Storyboards

## Criteria

### Unit code and name

ICTGAM426 | Write narrative scripts for interactive games

ICTGAM421 | Identify and apply games design and game play principles

### Qualification/Course code and name

ICT40120 | Certificate IV in Information Technology

## Student details

### Student number

### Student name

## Assessment declaration

*Note: If you are an online student, you will be required to complete this declaration on the TAFE NSW online learning platform when you upload your assessment.*

This assessment is my original work and has not been:

* plagiarised or copied from any source without providing due acknowledgement.
* written for me by any other person except where such collaboration has been authorised by the Teacher/Assessor concerned.

### Student signature and date

Version: 20220630

Date created: 30 June 2022

© 2022 TAFE NSW  
RTO Provider Number 90003 | CRICOS Provider Code: 00591E

This assessment can be found in the: [Learning Bank](https://share.tafensw.edu.au/share/items/d36df03f-9651-4d43-8c9d-a299699e8585/0/?attachment.uuid=fed43101-626e-4112-8bc8-3d5534d1194d)

The content in this document is copyright © TAFE NSW 2022 and should not be reproduced without the permission of TAFE NSW. Information contained in this document is correct at the time of printing: 17 May 2024. For current information please refer to our website or your Teacher/Assessor as appropriate.

## Assessment instructions

Table 1 Assessment instructions

| Assessment details | Instructions |
| --- | --- |
| **Assessment overview** | The objective of this assessment is to assess your knowledge and performance required to develop, write and test scripts and related content for interactive games. |
| **Assessment event number** | 2 of 3 |
| **Instructions for this assessment** | This is a project-based assessment that assesses your knowledge and performance of the unit.  This assessment is in 3 parts:   1. Confirm game requirements and develop a script synopsis. 2. Prepare draft script and storyboard. 3. Obtain and incorporate feedback.   And is supported by:   * Assessment feedback   **Note**: This assessment may contain links to external resources. If a link does not work, copy and paste the URL directly into your browser. |
| **Submission instructions** | On completion of this assessment, you are required to submit it to your Teacher/Assessor for marking. Where possible, submission and upload of all required assessment files should be via the TAFE NSW online learning platform.  It is important that you keep a copy of all electronic and hardcopy assessments submitted to TAFE and complete the assessment declaration when submitting the assessment. |
| **What do I need to do to achieve a satisfactory result?** | To achieve a satisfactory result for this assessment you must answer all the questions correctly.  If a resit is required to achieve a satisfactory result it will be conducted at an agreed time after a suitable revision period. |
| **What do I need to provide?** | * TAFE NSW student account username and password. If you do not know your username and password, contact your campus or service centre on 131601. * Computer or other device with word processing software and internet access. * Writing materials, if required. |
| **What the Teacher/Assessor will provide** | Access to this assessment and learning resources, including the student workbook and any supporting documents or links. |
| **Due date**  **Time allowed**  **Delivery location** | 23rd of June  6 Weeks (indicative only)  TAFE NSW campus/ TAFE Digital Campus/ TAFE NSW Moodle/ a location determined by your Teacher/Assessor  Assessment is to be completed out of class |
| **Assessment feedback, review or appeals** | In accordance with the TAFE NSW policy *Manage Assessment Appeals,* all students have the right to appeal an assessment decision in relation to how the assessment was conducted and the outcome of the assessment. Appeals must be lodged within **14 working days** of the formal notification of the result of the assessment.  If you would like to request a review of your results or if you have any concerns about your results, contact your Teacher/Assessor or Head Teacher. If they are unavailable, contact the Student Administration Officer.  Contact your Head Teacher/Assessor for the assessment appeals procedures at your college/campus. |

## Scenario

Your indie studio is developing a story driven game, and you’re required to develop a script structure that coincides with the game’s genre and gameplay.

## Task 1: Confirm game requirements in a design brief and establish your audience

The first thing you’ll need to do is establish the kind of game you’re making and who it’ll appeal to.

This can be based on your previous GDD assignment, or an all-new idea.

**1.1: Establish the design brief of your game**

Establish the following details about your game in a small design brief:

* The name of your game.
* The narrative premise (keep it brief.)
* The genre/s.
* The general gameplay loop (the recurring form of gameplay the player will be repeating throughout the game.)
* Any influence from other creator’s works.

|  |
| --- |
|  |

**1.2: Develop your script structure**

Now develop the structure of your overarching narrative. Remember to be consistent with the ideas presented in your design brief.

This should contain:

* A summary of the stories major plot points from start to finish.
* The story setting.
* The characters, their backstories, and their relations.

Ensure that your story doesn’t conflict with any copyright or intellectual property standards or legislations (i.e. everything is your own work.)

|  |
| --- |
|  |

## Task 2: Prepare draft script and storyboards

After you develop the script structure, you can start thinking about writing a draft script (Always keep the design brief and game genre in mind whilst writing the script.)

**2.1: Write a draft script**

Write a draft script of an exchange between characters using the Twine Website. This exchange must be between the player and at least one other character within your story and can take place at any point throughout the course of your narrative.

The sequence **must** include:

* Some brief narration establishing the current situation.
* Your player and at least one other character.
* ***A minimum of 3 different dialogue decisions*** your player can make.
* At least one other occurrence *outside* of the dialogue (can’t exclusively be 2 characters talking to each other.)
* Some brief narration concluding the sequence and establishing what it would lead into (gameplay, cutscene etc.)

If you’re unsure as to how to use Twine, a tutorial will be provided on the Moodle.

**Once completed, build your Twine sequence as a html file and upload it alongside your submission.**

**Dungeon**

**2.2: Develop Storyboards**

Storyboard a brief narrative sequence from your game. You must use a minimum of 6 storyboards and may refer to any sequence from any point across the story.

For this task, you can use pen & paper or any digital drawing tool to develop the storyboards (they can be kept very rough/simple as long as they are legible.)

Include your storyboards in the space below *or* as a separate submission.

|  |
| --- |
|  |

## Task 3: Undertake focus testing and update final script

**3.1: Undertake focus testing**

In order to receive feedback, you need to recruit a group of participants to conduct focus testing of your script (only the Twine sequence, ***not*** the storyboards.) Ideally the participants should be consumers of the proposed game, but for the purpose of this task, you can organise a group of at least 2 individuals (fellow students/friends/family members) and provide your twine sequence for feedback. This can be done in person, in an online call or through email/messaging.

Following the focus testing, ask the participants questions like:

* Is the writing cohesive?
* Is there anything that seemed redundant?

|  |
| --- |
|  |

* What aspects of the narrative are most engaging?

**3.2: Collate and respond to focus testing feedback**

In this final stage you need to revise your script in line with the feedback obtained during focus testing. Create a copy of your Twine sequence and make the changes wherever relevant. If no amendments were suggested in feedback, either refine at least one aspect of your script or make another minor addition yourself.

Once built, appropriately label your updated Twine html file and submit it alongside everything else.

**3.3: Obtain final sign-off**

Present your final script in the appropriate format to your assessor for the final sign-off:

|  |
| --- |
|  |

## Assessment feedback

*NOTE: This section must have the Teacher/Assessor and student signature to complete the feedback. If you are submitting through the TAFE NSW online learning platform, your Teacher/Assessor will give you feedback via the platform.*

### Assessment outcome

Satisfactory

Unsatisfactory

**Assessor feedback**

Has the assessment declaration for this assessment event been signed and dated by the student?

Are you assured that the evidence presented for assessment is the student’s own work?

Was reasonable adjustment in place for this assessment event?

*If yes, ensure it is detailed on the assessment document.*

*Comments*:

### Assessor name, signature and date

### Student acknowledgement of assessment outcome

*Would you like to make any comments about this assessment?*

### Student name, signature and date