MEDS/CMPU376 Computer Games: Design, Production and Critique

Project 1: Aesthetic Play

In this project you will design, implement and playtest a game that serves an aesthetic purpose. You may understand the word "aesthetic" as referring to the emotions experienced by the player as he/she plays your game. You may also construe the word in its usual artistic sense, provided you clarify your intentions. Follow the stages of development outlined below:

1. **Game Description (2/1/18):** Carry out a brainstorming process to generate ideas. Write a three-paragraph game description including the following:
    a. Aesthetics and Scenario: Describe the player's emotions or other aesthetic objectives of your game. Also describe the context or setting in which the imaginary world of the game exists.
    b. Dynamics: Describe the kinds of activities or processes that occur in the game
    c. Preliminary Mechanics: Describe each of the following, as applicable: goals of the game; actions the player can take to achieve game goals; resources available to the player; impediments to achieving game goals.
2. **Play-testing with Physical Prototype (2/6/18):** Build a physical prototype of your game that will enable you to playtest the ideas in your description. Make the prototype only as complex as necessary in order to test your ideas. Playtest the prototype yourselves and make notes of its strengths and weaknesses with respect to your design objectives.
3. **Design Document (2/8/18):** Prepare a draft of your Design Document including the following sections: Vision Statement, Design History, Game Play, Game World, Characters (if applicable), Story (if applicable), Media List. The design history should include photos of your prototype along with a discussion of lessons learned from playtesting it. The Vision Statement should be an expansion of the Aesthetic and Dynamics sections of your Game Description. The Game Play section should be an expansion of the Preliminary Mechanics section of your Game Description. Your Media List should identify sprites and sounds you will need to implement your game.
4. **Digital Prototype (2/20/18):** Implement your game in Unity. Remember that you are implementing a prototype – not a marketable game. Make only the sprites, sounds and controls you need in order to carry out the next round of playtesting. Once you have your game running, ask another group to playtest it with you: They play the game while you observe, ask questions and take notes.