**EXAMEN KEUZEDEEL**

**BASIS PROGRAMMEREN VAN GAMES**

**K0788**

**BIJLAGE 1 VOOR DE KANDIDAAT  
GAME DESIGN DOCUMENT**

**Dit examen is ontwikkeld door Bob van den Berge, coach bij de Bit Academy, en Joey Schmitz, docent Software Development bij ROC van Flevoland. Onze dank gaat uit naar Lincy Ellermeijer, game developer en docent Game Development bij de HvA, voor haar hulp bij het ontwikkelen van het theoretische deel van de lesstof.**

# **GAME DESIGN DOCUMENT**

|  |  |  |  |
| --- | --- | --- | --- |
| **Project Concept** | | | |
| **1** **Player Control** |  | You control a   |  | | --- | | *playerType* | | in this   |  |  | | --- | --- | | *top Down / side view / isometric* | game | |
|  | where   |  | | --- | | *user input type* | | makes the player   |  | | --- | | *description of player movement.* | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **2** **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *types of objects* | appear | | from   |  |  | | --- | --- | | *area(s) of the screen* | | |
|  | and the goal of the game is to   |  | | --- | | *goal of the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **3** **Sound**  **& Effects** |  | There will be sound effects   |  |  | | --- | --- | | *description of sound effects* | | | and particle effects   |  |  | | --- | --- | | *description of particle effects* | | |
|  | [*optional*] There will also be   |  |  | | --- | --- | | *description of any other expected special effects or animation in the project.* | | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   |  |  | | --- | --- | | *description of gameplay mechanic,* | | | making it   |  |  | | --- | --- | | *effect of gameplay mechanic* | | |
|  | [*optional*] There will also be   |  |  | | --- | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | | |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **5** **User**  **Interface** |  | The   |  | | --- | | *score/lives/timer* | | will   |  | | --- | | *increase/decrease* | | whenever   |  |  | | --- | --- | | *condition to change score/lives/timer.* | | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Working title* | will appear | | | and the game will end when   |  |  | | --- | --- | | *condition to end the game.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **6** **Other Features** |  | |  |  | | --- | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | | | |

# **Project Timeline**

|  |  |  |
| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *Functional feature(s) by milestone #1* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Functional feature(s) by milestone #2* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *Functional feature(s) by milestone #3* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* | | |  | | --- | | *mm/dd* | |
| **Backlog** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

# **Project Sketch**

