Game Design – part 1: Game Concept Document (GC)

Objective

A one page "concept" document (plus 1 sketch) which describes what your system does, and how it may look. This document should be suitable to show to a non-computing person, written in understandable and non-technical English.

Your document should have 5 sections as follows:

1. **One sentence game summary**
   - a paragraph or two describing the name of the game and summarising it in the sentence or two.
2. **The story 'narrative' and setting:**
   - **(a) Protagonist:** who the player is
   - **(b) Environment:** where the game takes places
   - **(c) Task/Challenge:** what the player is to do
3. **Game Play – core features**
   - How the game is won and lost
   - How the user scores points / progresses through the game
     - o E.g. how they complete a level
   - What happens when:
     - o a level is completed, or failed
     - o Something goes wrong during a level
   - How to gain / lose lives / score / health etc.
   - Things you may need to pickup / open / interactive with etc.

   NOTE – the above list is not completed – use common sense to try to fully describe your game (e.g. a card game would not include "lives" but something different…)

4. **Possible additional game features:**
5. **Annotated screen design of running game**
   - hand-drawn sketch or scan / photo of a sketch
     - i. annotated – with the names of items on the screen,
     - ii. arrows to indicate how objects are moving / animating etc.
     - iii. main in game, and game status GUI elements illustrated

SAMPLE GAME CONCEPT :: Matt Smith B0002340   "Music Collector"

1.   **One sentence game summary**
- The Evil Drummer hates melodies and music, and has STOLEN all the notes to the magic song, you must travel the countries of Music Land to collect all the notes for the chords of the 'lost song'

2.   **The story 'narrative' and setting:**
- **(a)**   **Protagonist: who the player is**
  - You are a novice music monk
- **(b)**   **Environment: where the game takes places**
  - The countries of "Music Land", each country is home to a different 'chord' (collection of notes) from the lost song
- **(c)**   **Task/Challenge: what the player is to do**
  - first in each country you discover which notes are needed for that country's chord, then you have to search the land collecting the right notes (and avoiding the wrong notes and other pitfalls)

3.   **Game Play – core features**
- For each level (country) you find the chord that shows you the musical notes you need

  - E.g. level 1, "CSideLand", home to chord 'C major' = notes C E G

  - The level is complete when you have collected all notes for the county's chord

- If you collect a WRONG note you will be magically transported (respawned) to a RANDOM location in the county, and will LOSE any notes you have collected so far (and they will be respawned somewhere in the country)

- Some notes may be hidden behind doors or inside musical instruments

- One some levels you may need a special tool to help you 'see' or 'hear' a note

  - Special 'glasses', special 'headphones' etc.

- The Evil Drummer may leave drums and drumsticks lying around and other traps to slow you down or take away your collected notes

4.   **Possible additional game features:**
- Lose life if fall off "cliffs of noise" or run out of time on a level
- In final level have to fire all the collected music notes and chords to knock down a wall to release the magical song and win the game
- If collect enough extra musical symbols, can gain an extra life

5. Annotated sketch of running game