# Game Brief - Level 6

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This exercise will be used during game development in Learning Outcome 3

In this exercise you have to create your first game brief which you will have to use in your future game development. All steps of this exercise are clearly explained and they guide you through all stages. This exercise is actually used by fully qualified games developers to create ideas for new games. So, it is important that you know this process and in the future you will not be surprised seeing this.

**My First Game Brief**

Create a list of various characters, locations and activities and insert them in the table below

|  |  |  |
| --- | --- | --- |
| Character | Location | Activities |
| Zombies | Graveyard | Roaming Around |
| Archer | Crypt | Firing at Zombies |
| Knight | Cave | Slicing Zombies heads off (no blood, or non-school friendly graphics |
| Goblin | Lake | Steals healing items from player |
| The old wizard | Everywhere | Teaching you how to use the game |

Select random character, location and activity from completed table and think of a game you would like to create. (Highlight selection).

Exercise continues on the next page

**\*\*Remember\*\***

**Your lecturer will review this brief to see if it is viable for you to create this game for the assessment in the Development unit. If you are too ambitious you may be asked to scale it back, or you will be provided with a basic game idea which you can then expand on**

Fill in the table below if you have decided what kind of game you want to create.

|  |  |
| --- | --- |
| **Game Idea** | **Personal ideas / suggestions** |
| **Game Title** | Plague of the Undead |
| **Game Theme / Genre** | Fantasy game, action-adventure |
| **Target Audience** | The games input devices will be either a mouse and keyboard or a gamepad. This game is for 12+. The demographic are people who enjoy fantasy games and action games. |
| **Game Platform** | PC game with controller support |
| **Game Purpose / Objective / Goal** | The goal of the game is to fill up your experience bar by eradicating the undead. Once your experience bar is full, you can return to the base and collect a new weapon to use on your next adventure. |
| **Game Plot / Narrative / Story** | The plot of the game is that you are a Knight or archer, you are tasked to eradicate the undead, by doing so you unlock new tools and weapons, event ally |
| **Basic Gameplay** | *List all the rules of game, how many players can play the game, When players know they won or lost?*  The game is single player, they win once they have defeated the final boss, if you loose all of your life's, then you will loose and be sent back to the very beginning. You gain XP by exterminating zombies, the bigger they are the more XP you gain. Once all XP is collected you can return to the base and unlock new weapons. |
| **Main Characters** | There are 2 main characters, the first character is a night the other is a archer, you can pick what character you play, however the knight is better at close combat whilst the archer is better at ranged attacks. |
| **User Interface** | - Left Joystick Or WASD: Player Movement  - Right Joystick Or Mouse: Camera Movement  - X/A (PS/XBOX) Or Space: Jump/Use  - Square/X (PS/XBOX) Or R: Attack 2  - Triangle/Y (PS/XBOX) Or E: Switch Weapon  - Circle/B (PS/XBOX) Or Q: Use consumable  - DPad Up Or I: Inventory  - DPad Down: Null  - DPad Left Or H: Controls/Help  - DPad Right: Null  - L1: Move Menu Left  - L2 Or Right Mouse Button: Target Enemy  - R1: Move Menu Right  - R2 Or Left Mouse Button: Attack 1 (Quick attack)  You can change settings in the main menu |