Develop the Concept

A game concept is a brief document containing a quick game overview and basic representation of four building blocks of every game.

* ***Game Mechanics.****Mechanics, the rule set of the game, describe the steps a player takes to achieve the goals of the game. The mechanics of a chess game, for example, include the description of the board, the starting position and list of moves each figure can take. Of course it will also include the winning condition.*

**Description of the game start to end**

Players will be split into n teams. Minimum of 2 per team. Each team will be able to submit up to 25 words. Words can be any verb or noun. All words will be shuffled. Teams will then go through various rounds that involve these words. The aim of the game is to covey the word to your team through some medium that’s not writing or saying the word.

**Steps to achieve the goal**

In order to win the game, the team must gain the most points by correctly guessing the most words.

**Description of rounds**

Rounds will be split up into different actions players have to do.

Describing

Single Word

Pantomime

Act

Draw

* **Setting.** *The setting encapsulates two important parts: story and aesthetics. The story describes the game world, events that had happened before and events happening during the gameplay. The aesthetics is about how your game looks and sounds. Both parts of the settings are closely tied together. Both of them are extremely important to the user experience. The story could be omitted for some abstract games.*

*There is no back story or setting, the game is to be played without.*

* **Technology.** What are the target devices? What kind of middleware are we going to use to create the game? What programming language is the best choice for our target platform? How much performance do we actually need, considering the chosen aesthetics? *The choice of tech is finding a fragile balance between having an easy to write + supportable code and having enough performance on target devices. The first is usually completed by writing a highly abstract code. Unfortunately, abstraction layers may sometimes be heavy on performance.*

The target devices are all current mobile devices. It should be able to run with any device with a front facing camera. The middleware is going to be Flutter written in Intellij and emulated using Android Studio and XCode. This is because Flutter can export applications onto both. It will also be able to be put online as a mobile game with flutters ‘write once’ technology. Aesthetics are important as it’s what people will interact with the most. Performance doesn’t need to be focused on as the game isn’t very time sensitive.

* **Interaction.** How do users interact with the game? How are we going to use advantages of the device and chosen input methods? How do we utilize screen space? *This part is extremely important when mobile devices are taken into consideration.*

Users will interact with the game through on screen prompts. Users will interact with each other through chats and can complete each round as a ‘mini-game’