

# GAM 207 Module Eight Activity Template

**Prompt:** In Module Eight, you will read about game design documentation. Throughout the course, you will add functionality to your final project game prototype, and then you will consider the game design document. This type of design document would be submitted along with the game prototype to potential publishers. Therefore, it should reflect the prototype you submitted in Module Seven. Fill out the table below and submit it as your game development document to receive credit for this activity. The goal of this activity is to be concise: You should be able to answer each of the last four components in a paragraph (two to five sentences).

| Student Name | Candace Ralston |
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| Date | 12/15/2022 |
| Working Title | My World |
| Description of Play Experience | Players will begin with a simple building in the middle of a mountain range. There will be grass, trees, rocks, and other bodies of water. |
| Goal | The goal of the player is to make a good size city. They will use machines like bulldozers and dynamite to clear the land with. They will be able to put on the land different buildings like houses or factories, and different decorations like statues or trees. They will have animals that they raise, feed, and then get the eggs, milk, or meat from. The players will also have crops that they plant, harvest, and then sell. |
| Interface and Controls | The controls will be the use of touch screen and mouse pad. They will be able to use a finger or cursor to move the bulldozers, dynamite, buildings, or decorations around the field. They will also use a finger or cursor to move around the field to look at what they have to do. |
| Game Flow | The game will progress through different levels that will give the player different buildings and decorations. Also, the levels will give the player more land to build on. Also, there will be more items to buy like different colors for the buildings and houses, different buildings they might like, and different decorations. The current player would be the only one to access them, no one else can use or get them. The city will be their own and no one else’s. There will also be different areas they can buy. One would be a mine were you can get silver, gold, coal, and other types of items. There will also be a market where you can buy food, dynamite, picks, or anything else you need. All of these places will be there to buy and use. |
| Level Design | The levels will be divided on how big the city is. Also, as the level progress the players will be able to add more personal items. Soon the game will be more personal for the player with their own colors, buildings, and decorations. Even the weather will be different in each level. On the first level you will have only sunny days. As the levels progress the weather will change and you will have wind, rain, hail, and even snow. The animals will also progress with the levels as different animals come and they then produce different items. |
| Art Direction | The art will be focused on realism. It will be portrayed on the realism of nature and then of industry. The look of the trees, the grass, and even the weather will look as they do in real life. Then the look of the houses, factories, office buildings, city hall, and roads will look as they do in real life. |