2D Platformer Game Design Document

### **Project Overview:**

In this project, students will work collaboratively to design a 2D platformer game from concept to documentation. The project will focus on honing the students' understanding of game design principles, including player experience, core game mechanics, storytelling, and effective communication of ideas through a Game Design Document (GDD).

### **Project Components:**

#### **1. Game Design Document (GDD):**

* Teams will create a comprehensive GDD that details every aspect of the game, from the core mechanics to the visual and audio aesthetics. The GDD should be structured using the provided outline, ensuring a thorough exploration of the game's concept, player experience, goals, systems, core game loop, guiding elements, game feel, and player tutorials.

#### **2. Concept Presentation:**

* Each team will prepare a brief concept presentation to showcase their game idea to the class. This should include key visuals, a demonstration of the core gameplay loop, and an overview of what makes their platformer unique. Presentations should be concise, engaging, and designed to spark interest in potential players.

### **Project Milestones:**

#### **Conceptualization**

* Teams brainstorm and develop their game concepts.
* Initial sketches, basic mechanics, and target audience identification.

#### **Game Design Document (GDD) Development**

* Teams start drafting their GDDs, following the provided outline.
* Regular check-ins and feedback sessions.

#### **Concept Presentations**

* Teams present their game concepts to the class.
* Feedback and Q&A sessions.

#### **GDD Refinement**

* Teams refine their GDDs based on feedback.
* Iterative improvements to game concepts.

#### **Final GDD Submission**

* Teams submit their finalized GDDs.
* Reflection on the design process.

### **Grading Criteria:**

Teams will be evaluated based on the following criteria:

1. **Creativity and Originality:** Uniqueness and innovation in the game concept.
2. **Comprehensiveness of GDD:** Thoroughness and clarity in documenting all aspects of the game.
3. **Presentation Skills:** Quality of the concept presentation, including visuals and communication.
4. **Collaboration:** Effectiveness in working as a team and incorporating diverse perspectives.
5. **Adaptability:** Ability to iterate on and refine the game concept based on feedback.