Game Design Document for a 2D Platformer

# Week 1:

**Objective**: Students will understand the components of a Game Design Document (GDD) and begin creating their own GDD for a 2D platformer.

Day 1:

- Introduction to the project and explanation of the importance of a GDD in game development.

- Discuss the key elements of a GDD, including game concept, story, characters, gameplay mechanics, levels, and art style.

- Show examples of GDDs for reference.

- Assign students into small groups and provide them with a template for their GDD.

Day 2-4:

- In their groups, students brainstorm and develop their game concept, story, and characters.

- Encourage creativity and collaboration within the groups.

- Students should also start thinking about the gameplay mechanics and level design.

Day 5:

- Each group presents their game concept, story, and characters to the class.

- Provide feedback and suggestions for improvement.

- Students should continue refining their ideas based on the feedback received.

# Week 2:

**Objective**: Students will complete their Game Design Document and present their ideas to the class.

Day 1-3:

- Students work on finalizing their GDD, focusing on gameplay mechanics, level design, and art style.

- Encourage students to think about the target audience and how to make their game engaging and enjoyable.

Day 4:

- Each group presents their completed GDD to the class.

- Students should explain their game concept, story, characters, gameplay mechanics, levels, and art style.

- Encourage questions and feedback from the class.

Day 5:

- Reflect on the project as a class.

- Discuss the challenges faced and lessons learned during the process.

- Emphasize the importance of planning and documentation in game development.

Assessment:

- GDD completion and presentation will be assessed based on creativity, clarity, and feasibility of the game concept, as well as the depth of detail in the document.

# Resources:

- Game Design Document template

- Examples of GDDs for reference

- Presentation tools for student presentations

Please let me know if you have any questions or need further assistance with this lesson plan.