

NINJA PLANNING DOCUMENT

BLACK BELT



Ninja: _____

Project Name: _____



Planning Phase - Brainstorming

What type of project do you want to create?

What is the theme of your project?

What is the goal of your project?

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Planning Phase - Brainstorming

What will you use for inspiration for your project? What other projects, games, movies, books, TV shows, or music are you using for inspiration?

What obstacles, conflicts, or challenges will be presented to the user in your project?

How will the user complete the project?

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Planning Phase - Storyboarding

Use the space below to plan out the basic flow of your project. Draw or describe your characters, the setting, and any important items or story information.

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Planning Phase – Controls & User Interface

Use the space below to sketch out your project's starting screen. This should include your project's draft title and goal, as well as a breakdown of the controls.

Sketch out a basic user interface for your project. This should contain the information your player needs to navigate your project or play your game (such as lives, health, score, or a map).

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Prototyping Phase – Game Mechanics #1

Use the space below to describe one game mechanic. What kind of game object(s) will you use? What will you name your script?

Circle the Unity and C# concepts you will use to implement this mechanic.

Awake

Boolean

Camera

Colliders

Conditional

Destroy

Fixed Update

Float

Function

Input

Instantiate

Int

Invoke

List

Loop

Particles

Physics

Prefab

Raycast

Scene

Sound

Start

Switch

Tag

Texture

Time

Translate

Update

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Prototyping Phase - Game Mechanics #1

Using your description and selected concepts, write pseudocode for your game mechanic.

Use your pseudocode to help you create your game mechanic in Unity.

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Prototyping Phase - Game Mechanics #2

Use the space below to describe a second game mechanic. What kind of game object(s) will you use? What will you name your script?

Circle the Unity and C# concepts you will use to implement your game mechanic.

Awake

Boolean

Camera

Colliders

Conditional

Destroy

Fixed Update

Float

Function

Input

Instantiate

Int

Invoke

List

Loop

Particles

Physics

Prefab

Raycast

Scene

Sound

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Prototyping Phase - Game Mechanics #2

Using your description and selected concepts, write pseudocode for your game mechanic.

Use your pseudocode to help you create your game mechanic in Unity.

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Prototyping Phase: Playtesting

Q1: What did you like about my project prototype?

Sensei	
Ninja	
Other	

Q2: What could be improved in my project prototype?

Sensei	
Ninja	
Other	

Create two more questions for your playtesters.

Q3: _____

Sensei	
Ninja	
Other	

Q4: _____

Sensei	
Ninja	
Other	

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Alpha Phase - Assets and Design

What are at least three assets that you want to use in your project?

Look for these assets in the Unity Asset Store. What assets did you find? How might you use them in your project?

How will you modify the assets to fit your project's theme?

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Alpha Phase - Playtesting

Q1: What did you like about my project?

Sensei	
Ninja	
Other	

Q2: What could be improved in my project?

Sensei	
Ninja	
Other	

Create two more questions for your playtesters.

Q3: _____

Sensei	
Ninja	
Other	

Q4: _____

Sensei	
Ninja	
Other	

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Ninja: _____

Project Name: _____



Beta Phase - Playtesting

Q1: What did you like about my project?

Sensei	
Ninja	
Other	

Q2: What could be improved in my project?

Sensei	
Ninja	
Other	

Create two more questions for your playtesters.

Q3: _____

Sensei	
Ninja	
Other	

Q4: _____

Sensei	
Ninja	
Other	

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Project Name: _____



Release Candidate Phase - Playtesting

Q1: What did you like about my project?

Sensei	
Ninja	
Other	

Q2: What could be improved in my project?

Sensei	
Ninja	
Other	

Create two more questions for your playtesters.

Q3: _____

Sensei	
Ninja	
Other	

Q4: _____

Sensei	
Ninja	
Other	

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Going Gold Phase - Publishing

Write a description of your final project.

Is there anything else that you want to share about yourself or your Black Belt project?

Take a screenshot of your project that you can use to showcase your project. Describe it below. Why did you choose that scene? How will it catch the attention of potential players?
