

CI410 Week 6 Lab (13/11/2020)

This week you have to put the finishing touches to your game and turn your single-page document to a two-page “vision document” by providing additional information about the game’s primary goals, such as mechanics, gameplay elements, storyline (if any), what sets your game apart etc. Think of this revised document as an “elevator pitch” of your game.

Step-By-Step exercise instruction

Take the previous iteration of your game from Week 5 and use an additional page to provide the following information in a clear and concise way:

- Working title
- Concept statement (the game in a tweet: one or two sentences at most that say what the game is and why it’s fun)
- Genre
- Target audience (motivations and relevant interests; potentially age, gender, etc.)
- Unique Selling Points (What makes your game stand out? How is it different from all other games?)
- Feature set
- Game rules
- Core loops
- Objectives, rewards, progression
- Game characters
- Story/narrative (briefly describe the game world and any narrative)
- Visual style

You must keep the following limitations in mind:

1. The game and the information mentioned above should all fit on two pieces of paper, ideally letter-sized or A4 so people can print it out, if they wish.
2. The only extra thing anyone should need to play are two six-sided dice, which are an optional element you may include in your game. If you don’t have dice, there are websites that can simulate dice rolls, such as <https://www.random.org/dice>.

You can draw your game by hand or create it on your computer. Scan it / take a photo of it and save it as a PDF. Be sure the image is legible for your classmates to review. Don’t forget to include a title for your game.

Additionally, to give your classmates some context, please include a statement that responds to the following question:

- From the previous exercise, what peer feedback did you find the most useful, and how did you incorporate it into your new game, if at all?

Tips for Peer Review

Just like play testing, *peer feedback* can greatly improve the design of a game. Likewise, looking at and providing feedback on your peers' games will help tremendously in your own work as a game designer. When you're reviewing someone's project, here are some steps you can follow:

1. Examine the project.
2. Think about it and try to figure out how you feel about it.
3. Try to figure out why you feel that way.
4. Share your thoughts and reasoning.

And, finally, since these are paper-based games, it is highly recommended you print out the exercise to review it (playing it too!)