**Dakota State University Computer Game Design Program: High Concept Template**

**Game 101/111/222/333/334/444/445**

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Gift Game

1. Core experience: Excitement of participating in a wacky present swap where anything is possible.
2. Design challenges:
   1. Maintaining unpredictability within the gift pool available.
   2. Finding a way to efficiently playtest each iteration of the game.
   3. Avoiding frustrating instances, where the player(s) feel like they have no options.
   4. Making sure that the game creates an atmosphere that encourages interaction.
3. Design pillars:
   1. Creating a fun, yet intense(ish) atmosphere
   2. The game should be easy to pick up and play
   3. The game should have replay value due to the gift pool content, as well as the ability to play with other people.
   4. Paper prototyping will allow for rapid testing and user feedback.
4. Conventions: Human interaction is important for this game.
5. Elemental Tetrad

**Mechanics**: Upon receiving their assigned gift from the gift pool and examining it, the player’s phone will vibrate based on what’s inside of their gift. After this, players will all be able to shake their devices at the same time to produce sounds, giving them yet another clue to what’s inside. Once all players have finished shaking, they must either choose to keep their gift, or pass it on to the next player.

**Aesthetics**: The art will consist of pixel art, with some potential for 3D modeled gift boxes. The color scheme will be bright, vibrant colors. As for sounds, I want to have a large array of them, with varying pitches, all of which could lead to multiple results.

**Narrative**: The interaction of the players playing the game will result in the narrative of that game.

**Technology**: Unreal 4 will allow for easy implementation of several mechanics due to it having preexisting templates for 2D and mobile support, as well as sounds and art assets, and easy networking between devices.

1. Unique feature

Human interaction is the main feature of this game, which, by nature, is engaging.