**EXAMEN KEUZEDEEL**

**BASIS PROGRAMMEREN VAN GAMES**

**K0788**

**BIJLAGE 1 VOOR DE KANDIDAAT  
GAME DESIGN DOCUMENT**

**Dit examen is ontwikkeld door Bob van den Berge, coach bij de Bit Academy, en Joey Schmitz, docent Software Development bij ROC van Flevoland. Onze dank gaat uit naar Lincy Ellermeijer, game developer en docent Game Development bij de HvA, voor haar hulp bij het ontwikkelen van het theoretische deel van de lesstof.**

# **GAME DESIGN DOCUMENT**

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| --- | --- | --- | --- |
| **Project Concept** | | | |
| 1 Player Control |  | You control a   |  | | --- | | **Balk** | | in this   |  |  | | --- | --- | | **BreakOut** | game | |
|  | where   |  | | --- | | **Met de linker- en rechterpijl.** | | makes the player   |  | | --- | | **Met de linkerpijl beweegt de speler naar links, en met de rechterpijl beweegt de speler naar rechts.** | |

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| --- | --- | --- | --- | --- | --- | --- |
| **2** **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | **Tijdens het spelen moet de speler met het balkje naar links.** | appear | | from   |  | | --- | | **Overal een beetje.** | |
|  | and the goal of the game is to   |  | | --- | | *Survive as long as possible* **Het doel van het spel is om alle blokken kapot te maken en te voorkomen dat de bal valt.** | | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **3** **Sound**  **& Effects** |  | There will be sound effects   |  |  | | --- | --- | | **Er komt leuke achtergrondmuziek en elke keer dat je de bal met de balk raakt, klinkt er een 'pop'-geluid.** |  | | and particle effects   |  | | --- | |  | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **4** **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | **Op het scherm zie je cijfers voor je score en het aantal levens dat je hebt gedurende het spel.** | | making it   |  | | --- | | * **Puntentelling: Bij elke baksteen die je raakt krijg je 10 punten** | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **5** **User**  **Interface** |  | The   |  | | --- | | **De scores.** | | will   |  | | --- | | **zullen toenemen** | | whenever   |  | | --- | | **wanneer bakstenen breken** | |
|  | At the start of the game, the title   |  |  | | --- | --- | | * **Menu komt tevoorschijn en kan je op "play" drukken.** | will appear | | | and the game will end when   |  | | --- | | * **Het spel stopt wanneer je al je drie levens hebt verloren.** | |

|  |  |  |  |
| --- | --- | --- | --- |
| **6** **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

# **Project Timeline**

|  |  |  |
| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *Functional feature(s) by milestone #1* **Beweging van de balk, het laten stuiteren van de bal en het creëren van de bakstenen implementeren.** | | |  | | --- | | *23/01* | |
| **#2** | |  | | --- | | * *Functional feature(s) by milestone #2* **Toevoegen van de score en het aantal levens dat de speler heeft.** | | |  | | --- | | *25/01* | |
| **#3** | |  | | --- | | * *Functional feature(s) by milestone #3* **Geluidseffecten en achtergrondmuziek toevoegen.** | | |  | | --- | | *27/01* | |
| **#4** | |  | | --- | | * *Functional feature(s) by milestone #4* **Win- en Game Over-panelen toevoegen.** | | |  | | --- | | *29/01* | |
| **#5** | |  | | --- | | * *Functional feature(s) by milestone #5* **Testen en kijken of alles voldoet** | | |  | | --- | | *27/01* | |
| **Backlog** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *28/01* | |

# **Project Sketch**A screenshot of a video game