

# Final Project - Game Design Document

- Due Friday by 11:59p.m.
- Points 5
- Submitting a file upload
- Available until Feb 25 at 11:59p.m.

Hello everyone!


Your final project will involve assembling a team of 3-4 members from the class, and take part in a Game Jam!

**Theme:** Retro Twist Game Jam

**Goal:** Pick a popular retro game (any arcade style game from before the 2005 works), and apply a twist mechanic to change up the core gameplay!


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## Rules:

- You are allowed to pick any retro game with a twist mechanic, but **it has to be a popular retro game with some form of a twist!**
  - **You can not pick [Breakout](https://www.youtube.com/watch?v=AMUv8KvVt08)  (https://www.youtube.com/watch?v=AMUv8KvVt08) since it will be a topic for a future studio assignment!**
  - Your game can be 3D or 2D (most Unity concepts from 3D translate easily to 2D, just needs a bit digging).
  - You can iterate on individual concepts and ideas down the line, or reduce the number of mechanics or features, but you can not switch to a completely different game later on!
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## Submission:

To get started, download this game design document template, and fill it up based on the instructions on the template.







[Retro Game Jam Design Document Template.docx \(https://canvas.ubc.ca/courses/162275/files/37915358?wrap=1\)](https://canvas.ubc.ca/courses/162275/files/37915358?wrap=1)   
([https://canvas.ubc.ca/courses/162275/files/37915358/download?download\\_frd=1](https://canvas.ubc.ca/courses/162275/files/37915358/download?download_frd=1))






**Your submission will be this document filled out with all the relevant details.**

Note that you have to be in a **RTGJ group** (<https://canvas.ubc.ca/courses/162275/users>) to be able to make this submission (more details on groups in the announcements section)

### Some Ideas:

Here are some ideas to spark your creativity!

Game Suggestions	Twist Mechanic Suggestions
<p><b>Galaga</b>  (<a href="https://www.youtube.com/watch?v=dvjapcHsqXY">https://www.youtube.com/watch?v=dvjapcHsqXY</a>)</p>  <p>(<a href="https://www.youtube.com/watch?v=dvjapcHsqXY">https://www.youtube.com/watch?v=dvjapcHsqXY</a>)</p>	<p>Changing perspectives/directions/gravity etc.</p>
<p><b>F-Zero</b>  (<a href="https://www.youtube.com/watch?v=Ble4AvKLSa4">https://www.youtube.com/watch?v=Ble4AvKLSa4</a>)</p>  <p>(<a href="https://www.youtube.com/watch?v=Ble4AvKLSa4">https://www.youtube.com/watch?v=Ble4AvKLSa4</a>)</p>	<p>Dynamic environmental hazards</p>
<p><b>ExciteBike</b>  (<a href="https://www.youtube.com/watch?v=fRgMCtaWoSU">https://www.youtube.com/watch?v=fRgMCtaWoSU</a>)</p> 	<p>Power-ups/skill trees</p>

<a href="https://www.youtube.com/watch?v=fRgMCtaWoSU">https://www.youtube.com/watch?v=fRgMCtaWoSU</a>	
<p><b>Ice Climbers</b>  <a href="https://www.youtube.com/watch?v=awYIHBXHits">https://www.youtube.com/watch?v=awYIHBXHits</a></p>  <p><a href="https://www.youtube.com/watch?v=awYIHBXHits">https://www.youtube.com/watch?v=awYIHBXHits</a></p>	<p>Puzzle mechanics focused</p>
<p><b>Bomberman</b>  <a href="https://www.youtube.com/watch?v=CZ9Pu9Usk5o">https://www.youtube.com/watch?v=CZ9Pu9Usk5o</a></p>  <p><a href="https://www.youtube.com/watch?v=CZ9Pu9Usk5o">https://www.youtube.com/watch?v=CZ9Pu9Usk5o</a></p>	<p>Deflect/Parry/Precision mechanics</p>
<p><b>Donkey Kong</b>  <a href="https://www.youtube.com/watch?v=KJkcNP4VkiM">https://www.youtube.com/watch?v=KJkcNP4VkiM</a></p>  <p><a href="https://www.youtube.com/watch?v=KJkcNP4VkiM">https://www.youtube.com/watch?v=KJkcNP4VkiM</a></p>	<p>Time Rewind/time slow mechanics</p>

Of course you don't need to stick to these. You can mix and match or find some other combo entirely!


Good luck!


File Upload ([https://canvas.ubc.ca/courses/162275/assignments/2097102#submit\\_online\\_upload\\_form](https://canvas.ubc.ca/courses/162275/assignments/2097102#submit_online_upload_form))

Upload a file, or choose a file you've already uploaded.



Keep in mind, this submission will count for everyone in your Retro Twist Game Jam (RTGJ) group.

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 Use Webcam

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Comments...

All comments are sent to the whole group.

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Submit Assignment

## (GDD) Rubric

Criteria	Ratings			Pts
Clear description of gameplay and mechanics	1 pts Full Marks	1 to >0.0 pts Some Issues	0 pts No Marks	1 pts
Proper outline of timeline	2 pts Full Marks	2 to >0.0 pts Some Issues	0 pts No Marks	2 pts
Links to Relevant Assets and Resources	1 pts Full Marks	1 to >0.0 pts Some Issues	0 pts No Marks	1 pts
Clear description of structure and win/loss conditions	1 pts Full Marks	1 to >0.0 pts Some Issues	0 pts No Marks	1 pts
				Total Points: 5