Game Analysis Assignment - March 11th

Overview

Your goal is to generate all the documentation needed in order to start creating your assigned game.

Rules

The content should be written in english. If references are used they should include a citation. It is expected to have at least 6 different sections. The same grade will be shared by all team members.

Content to deliver

The content should be created using the wiki from the repository for the project inside github.com. Create a right bar for navigation (avoid the automatic index generated by the wiki). The structure should be:

- **(Landing page) Welcome page (5%):**
    - Game title and a short description with a screenshot.
    - The students involved (names and github accounts) and their responsibilities.
    - And the index of sections (right bar does not count).
    - Team photo.
- **General analysis (15%):**
    - Genre, similar games, market positioning.
    - *Technical profile:* hardware used (spu, memory), original resolution, fps, etc.
    - *History of the game:* Original creators, date of release, hardware, history of versions, etc.
- **Design (30%):**
    - *Narrative structure:* Description of the background storyline for the game
    - *Analysis of each level:* difficulty, items / powerups, enemies / bosses. Collision layout.
    - *Gameplay*: Describe the mechanics of how the player actually plays the game. What rules does the game implement? What objects need to be defined, what events need to be raised, and what actions are fired for each event? It may be useful to break the objects down into subcategories - player character, 'non-player characters' (e.g. 'monsters'), room objects (walls, doors), scoring/health objects (treasure, fuel pellets, first aid kits etc.), controller objects etc.
        - *Controls*: Describe the user controls and how these relate to user actions (keyboard/mouse/gamepad)
- **UI (15%):**
    - *Workflow of menus:* attract player, high scores, end game, etc.
    - *HUD Analysis:* each area of the ingame UI explained.
    - *Spritesheet of all the UI elements:* typos, buttons, bars, icons, etc.
- **Audio (10%):**
    - *Music:* List of each music track with a screenshot of the area where it plays (use ogg format).
    - *FX:* List of effects that the game use and the events that fire them (use wav format).
    - Individual links to all the files in wav and ogg format
- **Art (25%):**
    - Mood analysis: analysis of the game art mood (humoristic, sci-fi, …) along with concept art.
    - *Sprites:* **All spritesheets** as png with transparency: characters, items explosions, etc. This should include all animations and be ordered correctly (no memory dumps).
    - *Level art:* Analysis of each level art and it's tileset ready to be used as a png.

Delivery

Each team should upload a link to their home wiki page inside the folder "Game Analysis" of the campus website before **Sunday March the 11th at 23:59** *(folder closes automatically)*.

Grading Criteria (as in content)

- **Structure**: Wiki structure is fluid and clear. Navigation between pages is easy and intuitive
- **Grammar**: The writing is well structured, clear and without errors.
- **Content**: The content is enough to start creating the game, all questions have been answered.
- **Original**: If a copy & paste is detected the assignment will receive a 0%.
- **SpriteSheets**: should be delivered in PNG format with correct transparency and using as less space as possible in one of the following resolutions: 128x128 / 256x256 / 521x512.

References

- https://github.com/nicobabot/OutZone_AlchemistStudio/wiki
- https://github.com/lFreecss/Gunbird/wiki
- http://en.wikipedia.org/wiki/Game_design_document
- http://www.gamasutra.com/view/feature/3384/the_anatomy_of_a_design_document_.php