

# CS 4730: Computer Game Design

## Design Team: Area Design II

### **Overview**

For this assignment, you will design the layout of the rooms for the other two areas of your game. This will include a technical drawing with a short description of each room. The requirements are the same as for the “Area Design I” assignment. The details are repeated below for your convenience:

### **Design the Areas**

For each of the two areas you are designing, produce the following:

- **Area Description:** A short (3-4 sentences) description of the area, including any changes from previous design documents. What is the area? What are the main enemies and mechanics associated with this area? Give a short overview of the types of challenges the player will overcome in this area.
- **Room Descriptions:** Draw out and describe each room of the area. There must be at least 8 rooms with transitions between them. See Room Description section below.
- **Overall Map:** An overall map showing the rooms and how they are arranged, including exit transitions to other areas of the game.

### **Room Descriptions**

For each room, please provide the following:

- **Technical Drawing:** A technical drawing of the room (using actual sprites the game will use). You can create this in an image editing program or with your engine team’s development tool (if they are making sufficient progress and you are able to use it).
- **Mechanic Labels:** Make sure the special mechanics of each room are labeled clearly. If you have enemies in your game, where are they located? If there are special tiles (bouncy tiles, ice tiles, etc.) make sure those are clearly labeled as well.
- **Design Argument:** A couple sentences describing the design purpose of the room. A flat hallway is not interesting. Create rooms that challenge the player to overcome some skill, or to teach the player something. Describe the design purpose of this particular room.

### **Unified Design Document:**

Once these designs are complete, concatenate your design documents from throughout the semester into a unified design document. This should include all of the design of your game in one place and should serve as your final design document / specification for your game moving into these last few weeks.

### **Optional:**

At this point you have the option to go ahead and create the levels in your engine team’s development tool. Your team needs to do this at some point anyway. So, if you have the time and ability to do it now, it will save all of you a lot of time moving forward.

### **Turn In**

Submit a single pdf of the complete design of your game on Collab. This should be a unified design document. The grader will focus most of their attention on the design of your two new areas.