

2.7 Develop a Game Project

ICT 9 – Unit 2: Game Development

Name: _____

Before you start building your game, you need a clear plan. Use this worksheet to organize your ideas, storyboard your levels, and map out your game structure. Hand this in for approval before moving to Part 2.

Step 1: Game Concept

Fill in the details below

Game Title	
Theme / Setting	
Main Character	
Enemies / Obstacles	
Goal / Win Condition	
Scoring / Progression system	

Step 2: Storyboard Your Levels

Sketch at least 3 levels below. Show platforms, enemies, collectibles, and start/finish points

Level 1 Sketch:

Level 2 Sketch:

Level 3 Sketch:

Step 3: Game Structure Flow Chart

Draw a simple flow chart showing how your game connects (Start → Level 1 → Level 2 → Level 3 → Game Over/Win)

Step 4: Asset Planning

List possible assets you may use (graphics, sounds, music). Include links, sketches, or ideas.

Deliverables Checklist

- ☐ Design Document (game concept outline)
- ☐ Storyboard Sketches (at least 3 levels)
- ☐ Game structure Flow Chart
- ☐ Asset List (links or sketches)

Assessment Rubric

Your project will be graded on the following criteria:

Criteria	Extending (4)	Proficient (3)	Developing (2)	Emerging (1)
Gameplay Mechanics	Smooth controls; multiple mechanics; no major bugs	Controls mostly smooth; at least 2 mechanics working	Basic movement only; limited mechanics	Controls buggy or incomplete
Level Design	3+ well-structured levels; creative; increasing challenge	2-3 levels; some variety; moderate challenge	1-2 simple levels; little progression	Very limited or incomplete levels
Game Structure (Start, Levels, Game Over)	Includes the following <ul style="list-style-type: none">- Start Screen- Game Over Screen- Win Conditions Seamless transitions	Includes most required screens, transitions mostly work.	Only some structure	Minimal structure; manual restarts
Visual & Audio Design	Consistent theme; original/edited assets; background + sprites + sounds/music	Mostly consistent visuals; basic sounds/music	Mixed/default assets; few sounds	Very plain; no sound, poor choice of assets
Polish & Playability	Balanced difficulty; debugged; enjoyable to play; feels finished	Mostly polished; some rough edges	Several bugs or unbalanced	Unfinished; difficult to play
Creativity & Effort	Original and creative; extra effort shown	Some creative touches	Limited creativity	Minimal effort
Reflection	Clear, thoughtful reflection on process	Reflection included	Minimal reflection	No reflection

Comments/Notes