# Initial Game Concept and Game Design Document v.1

### Value: 10%

### Due: Sunday October 6, 2024, at 11:59pm

#### OBJECTIVE:

To develop and present an initial game concept through a presentation and create the first version of your Game Design Document (GDD), outlining the core mechanics, story, characters, and other essential elements of your game.

#### OVERVIEW:

This assignment requires you to create a comprehensive Game Design Document (GDD) and an initial game concept presentation. The presentation will introduce your game’s concept, mechanics, story, and unique selling points, while the GDD will serve as a detailed blueprint for your game’s development.

#### COMPONENTS:

**Initial Game Concept Presentation (40%) - Presented on DISCORD**

* **Game Overview:** Present a detailed description of your game’s core mechanics, player goals, and objectives.
* **Story and Narrative:** Outline the game’s plot, setting, characters, and significant events.
* **Gameplay Mechanics:** Describe the controls, camera, movement, and other essential gameplay elements.
* **Unique Selling Points:** Highlight what makes your game stand out from others in the market.

**Game Design Document v.1 (60%)**

* **Introduction:** Include the game’s title, genre, platform, and a summary of goals and objectives.
* **Characters:** Describe the characters, their backstories, motivations, and relationships.
* **Levels and Environments:** Detail the game’s levels, environments, and how they contribute to the overall experience.
* **User Interface (UI):** Provide an overview of the game’s UI design and functionality.
* **Art and Visuals:** Describe the art style, visual elements, and any concept art.
* **Technical Details:** Outline the technical requirements and specifications for your game.

#### SUBMISSION:

#### **Initial Game Concept Presentation:** Submit a presentation covering the game overview, story, gameplay mechanics, and unique selling points.

#### **Game Design Document v.1:** Submit the first version of your GDD, including all required sections.

#### GRADING CRITERIA

**Initial Game Concept Presentation (40%)**

* **Game Overview (10%):** Clarity and detail in presenting the game’s core mechanics, player goals, and objectives.
* **Story and Narrative (10%):** Depth and creativity in outlining the game’s plot, setting, characters, and significant events.
* **Gameplay Mechanics (10%):** Thoroughness in describing controls, camera, movement, and other gameplay elements.
* **Unique Selling Points (10%):** Effectiveness in highlighting what makes the game unique and appealing.

**Game Design Document v.1 (60%)**

* **Introduction (10%):** Completeness and clarity in presenting the game’s title, genre, platform, and objectives.
* **Characters (10%):** Detailed and engaging descriptions of characters, their backstories, and motivations.
* **Levels and Environments (10%):** Comprehensive detailing of levels and environments, and their contribution to the game.
* **User Interface (UI) (10%):** Clear and functional design of the game’s UI.
* **Art and Visuals (10%):** Quality and consistency in describing the art style and visual elements.
* **Technical Details (10%):** Accuracy and thoroughness in outlining the technical requirements and specifications.

**Plagiarism and cheating are serious offenses that undermine the integrity of your work and the learning process. Ensure that all submissions are your own original work, and properly cite any sources or references used.**