

GAME DESIGN 210

Capstone Assignment

Game Design

Program Learning Outcomes

PRODUCE a body of work suitable for seeking transfer to bachelor's programs at other colleges and universities or entry-level opportunities for employment in their chosen field of game design.

SOLVE CREATIVE PROBLEMS

within their field of game design & production, including research, prototyping, playtesting, assessment, development and synthesis of technical, aesthetic, and conceptual knowledge.

DEVELOP collaborative work methodologies in
preparation for careers in the media arts.

COMMUNICATE their ideas professionally and connect with their intended audience using visual, oral, and written presentation skills relevant to their field.

BUILD a working knowledge of coding fundamentals
and utilize in game development.

EVALUATE work in their field, including their own work, using professional terminology and the vocabulary of game design and development.

RECOGNIZE the influence of media culture and
aesthetic trends in game design.

What is the Game Design Capstone Project?



The **Game Studio Capstone Project** is an 8-week long project meant to *apply* and *contextualize* the skills and knowledge acquired throughout the **AAS Game Design program**.

It is the final assignment in GD210 Game Studio, which is expected to be the final course game design students take.

LEARNING OBJECTIVES

- Produce a functional and polished game that is portfolio worthy.
- Build stronger collaborative methodologies.
- Demonstrate resourcefulness and self-reliance.
- Communicate ideas clearly, succinctly and effectively (online and offline).

LEARNING OBJECTIVES (continued)

- Gain first-hand experience with each aspect of the development and production process of a fully completed game.
- Evaluate and demonstrate how to realistically scope the design of one's game.
- Develop better collaborative methodologies.
- Demonstrate critical distance and self-awareness within game design.

PITCH / PROPOSAL

30 points

PITCH / PROPOSAL (30 points)

Each student will prepare a game proposal one-sheet and short presentation. These proposals will detail the goal of a game that they have devised, its core mechanic, narrative, and what assets will be needed to build it.

Design Constraints

Class will collectively select 3 themes. Each student will choose one of the 3 themes for their game being pitched.

[Origin: [Ludum Dare Game Jam Themes](#)]

- ...impossibly difficult, but can be beaten in 5 seconds
- ...one-button game
- ...two-button controls
- ...growing
- ...you are the monster
- ...can't stop moving
- ...you are the power source
- ...an unconventional weapon

- ...entire game on one screen
- ...one rule
- ...avoid the light
- ...strength in numbers
- ...you are your own enemy
- ...everything is connected
- ...no enemies
- ...night and day
- ...one-screen party game

Aesthetic Constraints

Individuals choose 1 aesthetic theme from the following:



...text-based

...8-bit

...abstract

...isometric

...pixel-art

...low-poly

...voxel

...cel-shaded

...neon-infused

...two colors

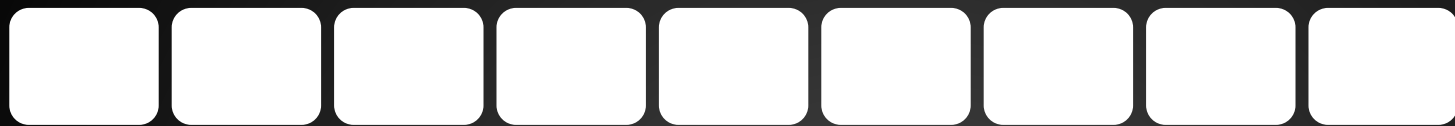
...three colors

****ABSOLUTELY NO PLATFORM OR
SIDE-SCROLLING GAMES****

Why not?

Why not?

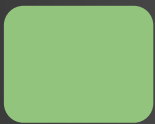
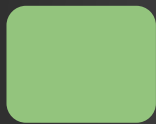
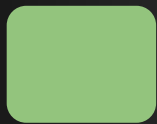
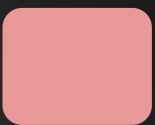
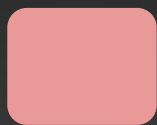
**"If all you have is a hammer, everything looks like a nail."
[Maslow's Hammer]**



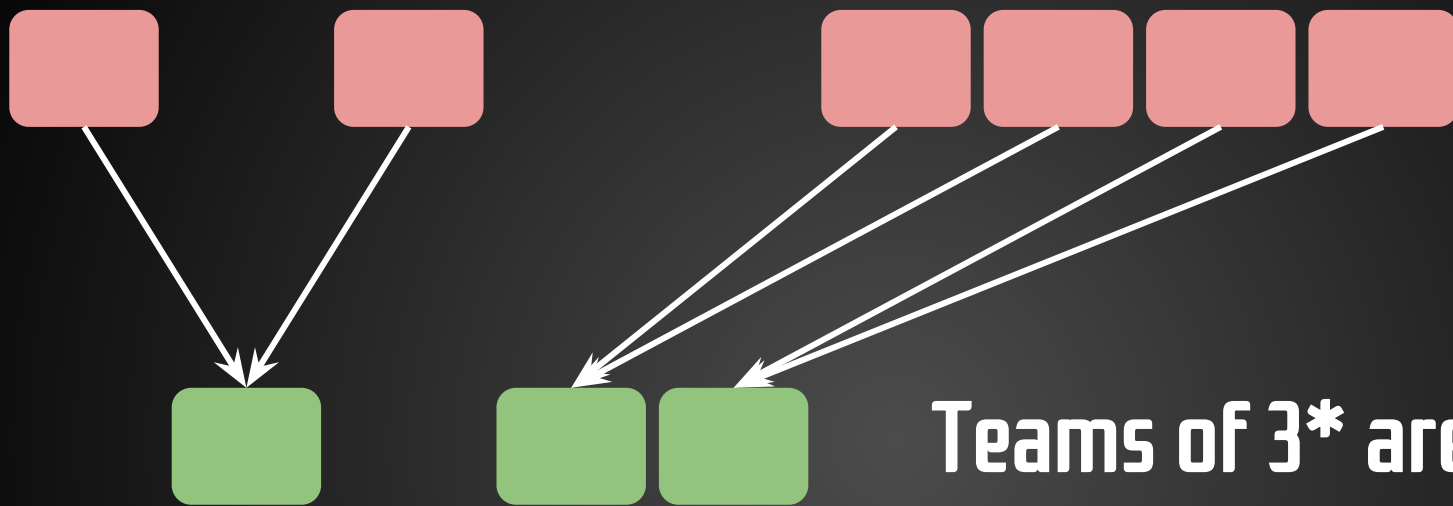
**Each student presents
their individual game
concept pitch**



**Students then vote for
which games they
would like to see made.**



**The most popular
concepts advance**



**Teams of 3* are formed
based upon preferences
and skills assessed via
an online form**

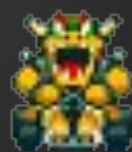
*students wanting to work on solo projects must schedule a meeting with the instructor for approval



Teams agree to individual
contribution expectations
and submit a written
contract outlining this

TEAMS

Each team will have 1 person with an area of expertise in DESIGN, ART and CODE. Each person will be responsible for assessing and communicating the needs of their area of expertise.



DOCUMENTATION

WEEKLY DEVELOPMENT LOGS (3x, 10 points each)

The WDLs detail the team's accomplishments for the week, development goals for the next week and playtesting findings.

Each team member will be responsible for their own WDLs, which is an itch.io development post that specifically outlines the team member's contribution to the project.

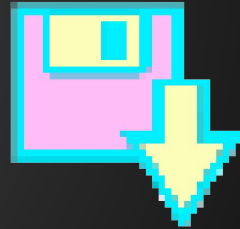
WEEKLY DEVELOPMENT LOGS (3x, 10 points each)

Each submission should include a playtesting report with the following:

- Playtester demographic information
 - This must be someone from outside of the class.
- Goal/purpose of playtest
 - What do you want to learn from this playtest?
- Feedback received
 - A short description of the feedback received.
- Analysis of feedback
 - Will this feedback be incorporated?
 - Why or why not?
 - If so, how?

GAME DESIGN DOCUMENT (50 points w/website)

A game design document (often abbreviated GDD) is a highly descriptive **living** design document of the design for a video game.



GAME DESIGN DOCUMENT (50 points w/website)

The GDD is meant to be used as a team communication tool to synthesize concepts and designs into something consistent, stable and coherent.

WEBPAGE or ITCH PAGE (50 points w/website)

A live web presence for their game featuring a short description, screenshots and a download link to the game.

Itch.io is recommended because it is **free**, can **host the game** and **act as an online portfolio**.

FINAL GAME PRESENTATION (15 points)

Final presentations will be critiqued by one or more guest professionals from the media industry. The final presentations will be open to the public and branded as **Hostos Arcade**.



FINAL GAME PRESENTATION (15 points)

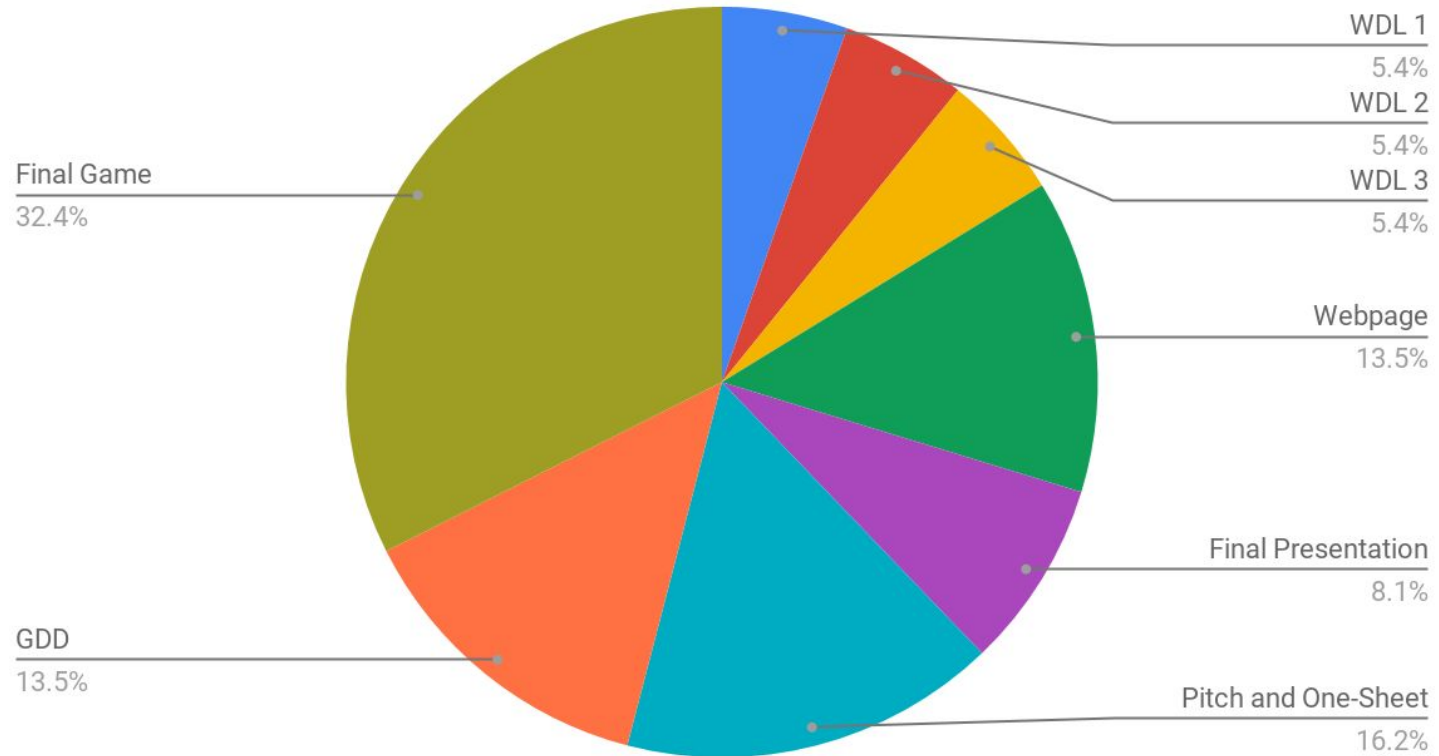
Final presentations should include the following:

- Description of the game
- Game pitch
- How did the project change over time?
- What was learned throughout this process?
- What aspects worked well? What didn't?
- What is the future of this game?

Team members will evaluate each other's contributions following the final presentations. Any significant discrepancies in contribution may affect an individual's grade.

What is the grade breakdown?

Detailed Grade % Breakdown



How are things graded?

see [rubrics](#)



When are things due?

DEADLINES

- **Week 1**
 - Pitch Presentation and One-Sheet
 - Team selection form following presentations
- **Week 2**
 - Team Assignments made
- **Week 3**
 - Team Contribution Agreement due
 - Itch.io Page placeholder/draft due
- **Week 4**
 - WDLs
- **Week 5**
 - WDLs
- **Week 6**
 - WDLs
- **Week 7**
 - Game Design Document due
 - Final Itch.io Page due
 - All WDLs due
- **Week 8**
 - Final Presentations
 - Final build on itch.io



Any questions?

Additional Resources

GDD

- [The Anatomy of a Game Design Document on GamaSutra](#)
- [Creating a Game Design Document on GamaSutra](#)
- [GDD Template](#)

Pitch & One-sheet

- [MDA: A Formal Approach to Game Design and Game Research](#)
- [Mechanics, Dynamics & Aesthetics Blog Post on The Quixotic Engineer](#)
- [MDA Framework- Unconnected Connectivity on GamaSutra](#)
- [One-Sheet Template](#)