**CSSE 490 – COMPUTER GAME DESIGN**

**FALL 2017**

**THE GAME TREATMENT DESIGN DOCUMENT**

Each team is to prepare their Game Treatment design document. This is another selling tool whose function is to show off your idea in the best possible light. It is typically 10-20 pages long.

**Due: Friday, September 22, 2017**

**Submission: The team producer (leader) uploads a Word or PDF document to the assignment dropbox on Moodle.**

The following template will guide you in writing this document:

* Title page
  + Title
  + Short tagline to indicate what the game is about
  + Authors’ names and date
* Executive summary
  + Begin on new page
  + A one-page bulleted list of the most important things to know about the game
  + In effect it copies all the best points from later in the document onto the first page
* Game overview
  + High concept statement – identical to that in the high-concept document, but you can include a little more introductory material
  + Genre – go into a little more detail than that in the high-concept document
  + Hooks – the graphical, auditory, gameplay, storyline, and theme elements that will attract the player to the game
  + License – if using licensed property, indicate which one(s) and how the game will exploit the features and public recognition of the license(s)
  + Gameplay highlights – a further list of elements that describe the experience of playing the game (typically 10-20 different items, but not detailed lists of characters, places, or objects)
  + Online highlights if the game includes an online or multi-player element
  + Technology highlights – discuss how the software will enhance the game; include anything that uses or requires advanced technology
  + Art and audio highlights
  + Hardware – state your target platform, along with minimum configuration required to play the game
* Production details
  + Current status – if you have actually begun some prototype work or proof-of-concept work, say so and indicate what features it contains
  + Development team – List the names and qualifications of your key people; indicate what role each will have in the project
* Competition
  + What other games will your game go up against in the market?
  + List names, who makes them, what machines they are for, and a summary of their key features
  + What will make your game different from these, and better?
* Game world
  + The last major section of the document
  + Include anything else that’s likely to get the reader fired up about the game
  + Backstory – tell the reader briefly what happened in the time leading up to the beginning of the game
  + Objective – what is the player’s overall objective?
  + Characters – if you’ve already defined the game’s characters and they are important to sell the game, list them here; provide pictures, backgrounds, special abilities
  + Mission or story progression – lay out the game’s narrative arc as far as you know it; document the twists and turns the story might take; how the player’s success or failure will affect his progress through the game