Game Development Design Brief

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|  | Game Icon | Monthly calendarDate | InformationVersion | | Notes By: |
| TeamTeam Members | LightbulbGame Concept  What is the Aim of the game? | | | |
| HelpProblem  What is the problem you are solving? | | CraneGame Ideas  The simplest version of your concept, identify which features are required for the minimal digital solution to the issue | | GearsDecompose Problems  Breaking a problem down into smaller, simpler problems that can be solved separately. What are the individual elements of the problem that can be solved separately to make the main problem more approachable/solvable? | |
| UserClient or Target Group  The audience you aim to target or client | |
| Smart PhonePlatforms | |
| SignpostExisting Games | |
| Checklist RTLProject Plan  The order features are to be developed and mark as completed. The time allocated for a feature should include testing time as well as coding time.   |  |  |  |  | | --- | --- | --- | --- | | Task | Completed by | Comments | Completed | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | | | | |
| Constraints and Success Factors  Describe the limitations or restricting factors your solution may face. What factors that will help you succeed? | |
| ChecklistManage data files  What are the logical steps to manage data files for the project? | |

Design Plan Algorithms

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| PuzzleSprites and Sounds  What are the main elements, objects and components of your Game, include references? | BoxComponents/Data Dictionary  Using a Data Dictionary define the components to be used in the game.   |  |  |  |  | | --- | --- | --- | --- | | Component Type: Player, Enemy, Sound, Collectable, Background | Name | Purpose | Properties: Name, size, position | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |

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| PencilStoryboard UX Design  Wireframe the Game user interface and experience. Using a storyboard design how the game will look, **label and annotate.** |

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| HierarchyAlgorithms - pseudocode  For each feature/component, represent the required attributes and related algorithms using pseudocode, with a brief description and code design (pseudocode) | HierarchyAlgorithms - Flowchart ([draw.io](https://www.draw.io/))  For the main feature/component, represent the required attributes and related algorithms using a flowchart |
| Transfer **Testing Plan**  Test your game using the Testing Plan.   |  |  |  |  | | --- | --- | --- | --- | | Feature | Testing Method | Expected Result | Status | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | | Group of men **End User Testing**  Ask other people to test your game and record their feedback and suggestions. (at least two) |