G­ame Development Design Brief

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| Game Name | Game Icon | Monthly calendarDate | InformationVersion | | Notes By: |
| TeamTeam Members | LightbulbGame Concept  Description of your concept or idea | | | |
| HelpProblem  What is the problem you are solving | | CraneMVP  The simplest version of your concept, identify which features are required for the minimal digital solution to the issue | | | |
| Smart PhonePlatforms | |
| SignpostExisting Games | |
| UserTarget Group  The audience you aim to target | | GearsCharacteristics  Identifying features of the Game | |
| NetworkCore Features  Core features of your Game and their prioritization. Decide the order for the features to be developed, with the MVP features placed first | | RibbonSuccess Factors and Risks  Factors that will help you succeed. Identify and note potential risks, being sure to identify strategies to minimise these risks | |
| PuzzleMain Components  What are the main elements, objects and components of your Game | |
| EyeVision  What would you like to accomplish within a certain timeframe | |

Design Plan Algorithms

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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 |

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| PencilUI/UX Design ([draw.io](https://www.draw.io/))  Wireframe the Game user interface and experience. |

Project Plan

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| ChecklistTimeline  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.  Allocate time for user testing of the digital solution at key times during its development, and when the development is complete | ChecklistModifications  Document modifications made, give a brief reason for the change, addition or deletion of a feature or any modification. |