Video Game Design Final Game Proposal

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Student Names:

Game Name:

Project Duty Breakdown: (Who is responsible for what in the game ie: Art, Scripting, Level Development, Story, Game Mechanics).

Name:

Duties:

Name:

Duties

Name:

Duties:

Name:

Duties:

Game Overview: (Genre, Concept, Game Flow Summary)

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Gameplay: (Mission/Challenge Structure, Puzzle structure, Objectives, Progression, Game flow)

Research:

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| Source | Information that you used |
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|  | If you require more space add an additional sheet. |

Mechanics: (Rules of the game, physics, movement, COGs, Actions, Combat, Economy)

Peer Assessment: Look for what is a hook and interest piece (why would a person want to play?

Potential gap, or problem for the player/customer? Any oversights?

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| 1 | 2 | 3 | 4 |
| * Game Design includes no examples from existing games, design is not supported by game mechanics. * No evidence that research has supported or changed the design direction | * Game Design includes few examples from existing games, has a general design that is occasionally supported by the game mechanics. * Little evidence that research has supported or changed the design direction | * Game Design includes some examples from existing games, has committed to a general design that is somewhat supported by the game mechanics. * Evidence that research has supported or changed the design direction to a degree | * Game Design includes examples from existing games, has committed to a specific design that is supported by the game mechanics. * Evidence that research has supported or changed the design direction. |

Story Setting and Character: (Game World, Characters, Story and Narrative)

Levels: (Provide a synopsis for each level: Include the objectives for each level, what changes)

Level 1 Name:

Synopsis:

Objective:

Level 2 Name:

Synopsis:

Objective:

Level 3 Name:

Synopsis:

Objective:

Game Art: (Main Character, Enemy, Hazards) Feel free to use more space

**Debrief Responses:**

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| 1 | 2 | 3 | 4 |
| * Student does not demonstrate growth throughout the process. * Does not articulate what worked and what did not on the game. * No resultant change. | * Student demonstrates some growth throughout the process. * Has difficulty articulating what worked and what did not on the game. * Little idea of what to change. | * Student demonstrates limited growth throughout the process * Can simply articulate what worked and what did not on the game. | * Student demonstrates growth throughout the process * Can articulate what worked and what did not on the game and what they would do differently the next time. |

**Final Impression:**

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| 1 | 2 | 3 | 4 |
| * Students has not implemented many required game mechanics, the game is buggy, errors out and the theme is haphazard. | * Students has implemented some of the required game mechanics, has synthesized them into a game that is somewhat engaging to play and has some variation in the theme. | * Students has implemented most required game mechanics, has synthesized them into a game that is engaging to play and commits to a theme. | * Students has implemented all required game mechanics, has synthesized them into a fully featured game that is engaging to play and commits to a theme. |

**Final Game Assessment Sheet**

As this is a final project of your own design, you are able to choose the type of game that you would like to create. Based on this, criteria will differ from student to student as to what is required for your own particular game. For example, if you are developing a top down shooter or puzzle game, you don't need to worry about gravity (probably). Below is the criteria to follow, written vaguely enough to fit for most games. Mr. Kramer reserves the right to modify (slightly) the criteria to match your game type.

* Functioning character with movement capabilities
* Collision events with game objects
* Scoring
* Enemies/hazards with collisions
* Animation/graphic change when you level up or are injured/damaged
* Unified theme(ensure graphics are of high quality and add to the overall impression of the game)
* Death event/Game over
* A game end screen on player death (display final score/time etc.)
* Particle effects
* Music
* Sound triggered by event
* Level 1
* Level 2
* Level 3
* Difficulty rises progressively from easy, to challenging to difficult
* Each level has its' own unique look, though maintains visual continuity throughout the game. Similar look, but a different feel.
* Hazards/enemies change throughout the game levels
* Controls are intuitive (left, right, WASD etc.)
* Character animation on movement
* Power-ups
* Goals (coins, gems, etc. to get points, health what have you)
* HUD of some sort that indicates what goals you have picked up
* Easter egg
* Opening Screen/information screen

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