Video Game Design Top Down Shooter Proposal

|  |
| --- |
|  |
|  |

Student Name:

Game Name:

Section 1

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

|  |  |
| --- | --- |
|  |  |
|  |  |
|  |  |
|  |  |

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

Research:

|  |  |
| --- | --- |
| Source | Information that you used |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  | 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?

|  |  |  |  |
| --- | --- | --- | --- |
| 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)

What type of game are you most interested in working on for your final project?

|  |  |
| --- | --- |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

**Debrief Responses:**

|  |  |  |  |
| --- | --- | --- | --- |
| 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:**

|  |  |  |  |
| --- | --- | --- | --- |
| 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. |

Top Down Shooter Game Function Criteria

* Functioning character (can move left right, up and down and rotate).
* Collision events with platforms and walls
* Power-ups
* Goals (coins, gems, etc. to get points, health what have you)
* Enemies with a bounded movement path (bonus if you program Ai)
* Unified theme
* Collision with projectiles, death event for player
* Particle effects
* 3 levels
* 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.)
* Easter Egg
* Opening Screen/information screen

/15