

Assignment 1: Game Design Document

Weight: 15%

Due Date: 17 Aug 10 09:30

Submission: Electronic via assignment submission system.

Task Description

Design document covering the main aspects of pre-production game design. The document should include the following sections:

Concept Core premise of the game, including: Time and place of the game; Characters and relationships; Prevailing status quo; Problem; Point of attack.

Platform Selection of a platform for exploring development, with clear discussion of how the platform shapes the game.

Genre Selection of a genre suitable to the Concept, with clear discussion of how genre shapes the game.

Key Features Aspects of the game that drive game play, including objectives, challenges, and other elements that make this game stand out from others.

Character Designs Descriptions of key characters, as well as sketches or other visual representations that are characteristic of the descriptions.

Gameplay Mechanics Descriptions of the procedures the player does or experiences in the game.

Expected length of the document is around 10 pages, 11pt serif font, single line spacing, not counting diagrams.

Learning Objectives Assessed: 1, 5, 6, 7, 8, 11

Criteria & Marking

	Unsatisfactory		Satisfactory		Good to Excellent		
Concept	0	No, or not all, aspects of premise covered.	0.3	All aspects of premise covered.	0.5	All aspects of premise covered in depth, and integrated into coherent concept.	1
Platform	0	No platform selected, or platform only named.	0.3	Platform selected and gameplay described.	0.5	Platform selected and clear discussion of impact on game design.	1
Genre	0	No genre selected, or genre only named.	0.3	Genre selected and gameplay described.	0.5	Genre selected and clear discussion of impact on game design.	1
Key features	0	Key features not made clear, or not listed at all.	1.1	Key features listed with clear descriptions.	2	Key features listed and described, with discussion of relationship to game concept.	3
Character designs	0	Characters only given cursory overview, or not listed at all.	2	Characters described, with suitable roles and other attributes.	3.5	Characters described in detail, with clear indication of how their characterisation relates to game play.	5
Gameplay mechanics	0	Mechanics listed, or not mentioned at all.	1.5	Mechanics listed with detailed description.	2	Mechanics described in detail, with clear indication of how they impact on the game concept.	4

Submission of project work without academic merit will result in a mark of 0 being awarded. See section 6 of the Course Profile for more information.