Game Design & Production

Directions:

For this *Project* you will be designing a video game of your choice. Be sure to include as many details as possible in each step.

1. Before designing a game you must decide on a game concept.
   - Be sure to include all the characteristics of the game you would like to incorporate, with plenty of detail. Include the features of the game, the goals and the overall aspect of the game. Include what you envision your game to be and how it will be unique. Be sure to include a game title.

2. Now it is time to create the Game Design Document.
   - **Step A: Game Story and Plot**
     For this step you will make up the storyline or main events of the game in order to make it understandable to the players while also providing an engaging gaming experience for the user.

   - **Step B: Characters**
     For this step you will create the fictional figures in the game which may be controlled by the user. Create sketches and be sure to include important information such as gender, personality, strengths and weaknesses and type and level of involvement in the plot (main character or supporting character).

   - **Step C: Environment**
     For this step of game design you will create backgrounds and scenery. Sketches are advised, but detailed written descriptions will work. Be sure to include as much detail as possible and try to create an immersive experience. Describe the different levels or "worlds" in which the character may reach. Include the location, individual objects within the scenery as well as the time frame.

   - **Step D: User Interface and Controls**
     For this step you will explain how the gamer will interact with the game. Include things which would be necessary for your game, such as keyboards, screens, controllers, monitors, storages device, etc. Explain why you chose that type of interaction nodevice.

   - **Step E: Sound**
     For this step you will describe what sounds you would like included in your game. Give an example of what the dialog will be like (give a few lines of what you would like the character to say). Describe the background music (the tempo). Also include what sound effects you would want in your game, consider sounds for props, accomplishing goals and failing the game.

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3. It is now time for the post production steps.

- **Step F: Testing**
  Include the steps you would want the game tester to follow and what skills you would look for when choosing a tester for your game.

- **Step G: Reviewing**
  Include what you would hope to achieve from the test review and describe why a game should be reviewed.

- **Step H: Marketing**
  Choose a means of marketing your game. Drawing a sketch (for a brochure, billboard, etc.) is highly advised.

- **Step I: Distribution**
  Describe how you would go about distributing your game. Decide where you would like your game available for purchasing.