



Game Inception and Design

Project 2

Due: Thursday, July 8th, by 11:59pm



Introduction

- First in a series of related projects
 - Will build towards working game
- Focuses on early decisions and documentation

- Note, will be built using *Game Maker*
 - (see Project 1, tutorials)

2



Motivation

- All games begin with an *idea*
 - From sequel, film license, even original
- But an idea alone is not enough
- Need enough elaboration that team members can begin their work
 - *Programmers* to deliver features
 - *Artists* to bring the various characters and places to life with sound and graphics
 - *Designers* to put together entertaining world
 - *Testers* to verify and communicate shortcomings
- Design documentation is integral to every role in the game development process

3



Purpose

- Enable you to create design documents of your own
- Familiarize you with reading and understanding design documents
- Stimulate thinking about how the design aspects relate to each other
- Exercise your ability to expand a small idea into a full design
- Improve upon your skills at writing documentation that is meant to be read (and understood) by other people

4



Details (1 of 3)

- Group of 2
- Write "Treatment" (sometimes known as "Concept") document
 - Purpose: expressing ideas clearly in writing
 - Purpose: practice taking and weighing criticism as work in group
 - Purpose: revising your own design document

5



Details (2 of 3)

- Focus on development side (not business)
- About 600 words long
- *Title and Description*
 - Descriptive title
 - One-sentence description - Distilling game concept down to a single sentence can help pin down what's core
- *Game Overview*
 - High-concept of the game
 - Genre, player motivation, a list of novel features, target platform, game play, etc.
 - Objects (e.g. characters and items)
 - Rules (e.g. scoring and victory conditions)

6

Details (3 of 3)

- Can supplement with any of the following:
 - mocked-up screenshots, concept sketches, sample level designs, backstory, character descriptions, game balance discussions, and etc.
- Download example treatment
- Doom treatment and Digipen student treatment
 - (Downloadable from Web page)
- (Note!** These are longer than yours will be)

7

Submission

- Done via email
- Names and email of both group members
- Email to me (claypool@cs.wpi.edu)
- Subject "Project 2"

8

Hints

- Sample* documents - use as guidelines, but make work for your game
- Think *Game Maker* since will be implementing your game using this
- Read (and apply) notes on working in a group (see "Links" on class page)
- Can (and maybe should) make/extend type of game done in tutorial!
 - Don't have to be completely original

9