



Making Your Game

Treatment Document

Due date:

Monday, September 10th, by 10:00am

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)

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

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

Details (1 of 4)

- Your teams of 3
- 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

Details (2 of 4)

- Focus on development side, not business side (no marketing report, competition analysis, etc.)
- At least 2000 words long
- *Title and One-Sentence Description*
 - Descriptive title
 - One-sentence description - Distilling game concept down to a single sentence can help pin down what's core
- *Game Summary*
 - Describe game in attention-grabbing paragraph
 - List of novel features

Details (3 of 4)

- *Game Overview*
 - High-concept of the game
 - Genre, player motivation, a list of novel features, target platform, game play, etc.
- *Game World/Setting*
 - Narrative game
 - Setting and characters of your game (backstory, characters and roles, descriptions of artifacts)
 - Non-narrative game (puzzle game)
 - Playing field, and object interactions
- *Gameplay Walkthrough*
 - A step-by-step account of the user experience

Details (4 of 4)

□ *Production Details*

- Describe your team
- How you will accomplish the development of this game (tasks and timeline)
- Note, for this class, everyone follows the same production cycle on Web, so really only team details

□ Download example treatments

- From project Web page

□ Sample in Rollings and Adams book

□ Doom treatment and Digipen student treatment

- From project Web page

Submission

- ❑ Done electronically using turnin
- ❑ Details on Web page

Grading

- Guidelines on Web page
- Breakdown
 - Names: 1%
 - Title: 1%
 - Tagline: 3%
 - Summary: 10%
 - Overview: 10%
 - Setting: 20%
 - Walkthrough: 20%
 - Production: 20%
 - Presentation: 15%
- Breakdown of A, B C expectations
- Presented in class on September 10th

Hints

- Sample documents
 - Use as guidelines, but make work for your game design
- Think *GameMaker* since will be implementing your game
- Read (and apply) notes on working in a group (see “Hotlinks”)