



Making Games with Game Maker

Project 2

Due dates:

- A) Tuesday, September 5th, by 11:59pm (list)
- B) Sunday, September 14th, by 11:59pm (final)



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)

- Group 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 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.
- *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, so really only team details
- *Game World*
 - 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

Details (4 of 4)

- 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
- Sample in Rollings and Adams book
 - (See if TAs can make copy, in library?)
- Doom treatment and Digipen student treatment
 - (Downloadable from Web page)

Submission

- Done electronically using turnin
- Details on Web page

Grading

- Guidelines on Web page
- Breakdown
 - Summary: 10%
 - Overview: 30%
 - Production: 10%
 - World: 30%
 - Custom: 15% (note: README: 5%)
- Custom → put additional emphasis. Can be:
 - additional art elements, details on game balance, more backstory or puzzle/challenge details, whatever is appropriate for your game idea
- Breakdown of A, B C expectations

Hints

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