Game Inception and Design

Project 1

Due date:
- Wednesday, May 24th (in class)

Introduction

• First in a series of related projects
  - Will build towards working game
• Focuses on early decisions and documentation
• Note, will work towards Game Maker (see Tutorial programs under “sample” section)
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 back
- 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
Overview

• Individual or Group of 2
  - Group expectations scaled 1.5 for all
• Write “Treatment” (sometimes known as “Concept”) document
  - Purpose: expressing ideas clearly in writing

Details (1 of 4)

• Focus on development side, not business side (no marketing report, competition analysis, etc.)
• About 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 (2 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 (as appropriate)
  - 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 (3 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
  - (Me: see if TAs can make copy)
• Doom treatment and Digipen student treatment
  - (Downloadable from Web page)
Submission

- In class (hard copy)
- By email (soft copy)
- Details on Web page

Grading

- Guidelines on Web page
- Breakdown of A, B, C expectations
Hints

• Sample documents
  - Use as guidelines, but make work for your game design
• Games from previous course offerings
  - What to do, not to do
• Maybe think Game Maker since will be implementing your game
  - See tutorials, previous games for capabilities