

LEARNING GOAL & SCALE: Standard	
4	<p>Student will be successful in level 3 and:</p> <p>Students create their own design document based on personalized needs instead of using the template provided.</p>
3	<p>Student will:</p> <p>Develop a game design document or cut with the following elements:</p> <ul style="list-style-type: none"> <li>-Evaluate and discuss the choice of delivery system.</li> <li>-Evaluate and discuss choices of genre, game design software, art, digital media, and animation software.</li> <li>-Create a game strategy overview, character overview, and storyboard overview.</li> <li>-Define the rules of play and multi-player options.</li> </ul> <p>Create the layout and interfaces overview and digital media overview.</p> <ul style="list-style-type: none"> <li>-Determine the gameplay interaction requirements and create the progression levels overview.</li> <li>-Define strategic positioning of game immersion dynamics and psychological effect. Identify hardware and software constraints.</li> </ul> <p>(Standard 30.0)</p>
2	<p>Student will:</p> <p>Understand what a design document is and what elements go within it.</p> <p>Define common vocabulary used in design documents like gameplay, genre, user interface, etc.</p>
1	<p>With help from the teacher, the student has partial success with the current content.</p>
0	<p>Even with help, the student has no success with the current content.</p>

## Detailed Design

Monday- No school

**Tuesday-Wednesday (you will also need to move on to the next assignment if you are in an extended period):**

In your groups you are going to **use** your concept planning guide, charter, and storyboard to finalize design plans in your design document.

Your group will **complete pages 5-10 on design doc** which is due this week (turn into O365→group project→Design Doc). These pages should have **DETAILED** information; not one line sentences but everything that is going to be a part of your game.

Every screen (title, end/sources, all levels) will have detailed list of assets you need to find (assets are images- created by your animator or found online, backgrounds, your character, enemies, environmental aspects like clouds and trees), and information it will include. You will also state if you are doing 3D or 2D

When you get to the questions on your gaming engine you may wonder...what programming language will I use? GameMaker uses GameMaker code (GMC). Unity uses C# or UnityScript (also known as JavaScript for Unity). That information may help you pick out tutorials you will do for your role the rest of the week.

**Thursday-First Half of Friday (or Tuesday if you are in an extended period):**

You must complete tutorials related to your role or a gaming topic. At the beginning of class Friday you will **turn in notes from the tutorials AND a product you created.**

**Below are some examples...use your creativity and begin to get work done for your role. No one should have down time this week so if you are unsure what to do come see me; if you complete one tutorial move on to another.**

**QA testers:** Complete tutorials on testing, **create a basic test plan** (search for templates online- it should detail deadlines, what types of testing you will do, who all will test the game, etc.). **A sample test plan is given on the website (under group and individual project info).** Turn in notes on tutorials and your test plan.

**Animators:** Complete tutorials (go to mrskirk.com→course resources→tutorials→use Lynda. Complete them on Photoshop, Blender, etc. **Turn in notes on the tutorials AND games assets (with source information) and/or a sample of ones they've created.**

**Developers:** Turn in notes from a tutorial of your choice and turn in a basic game created in the game engine you'll use for your project (I recommend one where the assets are readily available to use with the tutorial). Start by searching YouTube for the gaming engine and type of game you want to find (example search for: GameMaker introduction to FPS) For assets to put in your tutorial game...GameMaker users I recommend checking out:

<http://sandbox.yoyogames.com/make/resources> Unity users I recommend checking out the asset store:

<https://www.assetstore.unity3d.com/en/#!/search/page=1/sortby=relevance/query=price:0>

**Business Analysts:** Turn in notes from your tutorial and a marketing plan. Use your charter and the notes your group took on your target audience to create a one page marketing plan and a PowerPoint that summarizes the plan. Think about things like using social media, other classrooms, flyers, the contest etc. to market your product. Use the tutorials to assist you:

<https://www.youtube.com/watch?v=mjrguLMxlf0> (can start at time 1:21) and/or

<https://www.youtube.com/watch?v=lo4-GOADVY>

**Audio Engineers:** Complete tutorials on any audio software you plan on using and find some audio assets that are not copyrighted. Turn in a word document with notes from the tutorial and a word document listing the links and usage information for the audio.

**\*\*\*If you are not in one of the above positions do a different tutorial of your choice, create something based on that tutorial, upload notes and the product you create.**