Game Design

	LEARNING GOAL & SCALE: Standard
4	Student will be successful in level 3 and: -Create detailed documentation organized in a binder or electronically that is ready for an interview. OR -Use strategic thinking skills to create a problem statement that directly relates to your game design and a relevant problem or opportunity.
3	Student will: Understand the general procedure and requirements of game design, specifically: - Apply the conceptualization piece of the design process - Develop design plans including: character sketches, documentation and storyboards for proposed game. (Standard 35.0)
2	Student will: -Understand documentation which is common in game design: storyboard, design document, concept art, asset lists -Define: Conceptualization and assets -Understand the design process from conception to production -Understand what "prioritizing" is
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

Work Scenario: You were asked to come in for a job interview at a game development company. It is a once in a lifetime opportunity but now you have to prepare!

Your role would be on the design side of the development process. To show your skills they want you to bring a game design (including design documentation) to the interview. You know this design should be top quality and include several aspects of design to show your design skills and talents.

What should I bring to the job interview?

A basic design document should have design items only- no need to include game engine or coding details for this project.

Character Sketches/Concept Art - Keep in mind that not all designers have artistic talent- the design is important not the quality of the artwork.

Storyboard - This can be just for your first couple levels or areas the game will begin in- particularly if it is an advanced game with multiple or open world.

Asset Checklist - Be sure to prioritize the list by most to least important - this shows you know things may need to be eliminated if you run into scope creep.

Steps in the Process:

1) Ideas

Use tools industry uses like mind mapping (https://bubbl.us/) or outlining.

2) Design Document

Written document that acts as a guide for your game. This can include story ideas, character descriptions, instructions for designers, etc.

3) Concept Art & Storyboard

Art is very important in pre-production as it acts as a road map for the next step. If you have characters, you need character sketches. If you have a story, you need story boards. Again, more detail is better, as ideas can always be paired down to focus on the important points of your goal. Here's the catch: You don't need to be good at art. This step is only to get your ideas down and refine them, so very rough pencil sketches are fine, even preferred.

4) Asset Checklist

A list of the things you need. Prioritize it, so you know where you can make cuts, if needed. Having a list of what assets, programs, and people you need to have will be a lifesaver in the long run. Plus, crossing out an item is very satisfying!

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How can I go above and beyond to expand my knowledge and skills? While this project only focuses on the design side keep in mind in the video game industry all projects begin with outlining the problem- ALWAYS and without exception: Answer this through the use of critical thinking: Why is the project being undertaken? Describe an opportunity or problem that the project is to address.

Great site for additional information on making a video game:
http://iml.jou.ufl.edu/projects/s13/pantone-a/concept.html