

Production Plan and Design Document

LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Design a production plan and your team sticks to that plan.
3	Student will: Create a game design production plan that describes the game play, outcomes, controls, interface and artistic style of a video game. (Standard 18.0) Develop a game design document including: game strategy overview, character overview, and storyboard overview, define the rules of play and multi-player options, and interfaces overview (Standard 30.0)
2	Student will: -Understand the various steps to game design from conception through release. -Define: controls, input, output, user interface -Understand documentation needed to complete a production plan: project plan with dates, design document, use cases, and business requirements
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.

Students will create a project plan, design document, use cases, and business requirements for the NGT competition (or on own if not in competition).

The four documents together need to cover all aspects within the standards: game play, outcomes, controls, interface character overview, rules of play, and artistic style of your game.

