



# Game Inception and Design

## Project 1



Due dates:

- Thursday, January 20th: First-draft
- Tuesday, January 25th: Peer Review due
- Thursday, January 27th: Final Treatment due



## 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*, 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


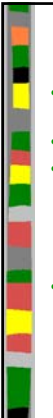
## Purpose

- 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

- Group of 3
- Write "Treatment" (sometimes known as "Concept") document
  - Turn in draft
  - Purpose: expressing ideas clearly in writing
- Review/Critique another groups treatment
  - Provide thoughtful feedback and analysis
  - Turn in to instructor and other group
  - Purpose: practice reviewing other design docs
- Consider the feedback given to you, incorporating as appropriate
  - Turn in final copy, including response to feedback
  - Purpose: practice taking and weighing criticism, and revising your own design document.

## 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
  - 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 draft-treatment
- Sample in Rollings and Adams book
- Doom treatment and Digipen student treatment



## Details (4 of 4)

- Peer-review
  - 800-1600 words long
  - Feedback on the style and content
  - Both positive and negative aspects
    - What ideas were good, what might not work
    - What parts clearly written, what needs improvement
    - Questions were left unanswered
  - Can download this example critique
- Final revisions based on feedback
  - Include 400-800 word discussion of feedback
  - Thoughts on feedback, how incorporated or why not
- Can download example treatment



## Submission

- Done electronically using turnin
- Details on Web page



## Grading

- Guidelines on Web page
- Initial draft (60%)
- Peer review (20%)
- Final copy (20%)
- Breakdown of A, B C expectations



## Hints

- Sample documents
  - Use as guidelines, but make work for your game design
- Maybe think *Game Maker* since will be implementing your game

