



WPI

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# Game Inception and Design

## Project 2

Due: Friday July 19<sup>th</sup>, by 11:59pm

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# Motivation

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- 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
- Design documentation is integral to every role in the game development process

## Purpose

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- ❑ 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

## Details (1 of 3)

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- Group of 2
- Write “Treatment” (sometimes known as “Concept”) document
  - Purpose: expressing ideas clearly in writing
  - Purpose: practice taking and weighing criticism as work in group
  - Purpose: revising your own design document

## Details (2 of 3)

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- Focus on development side (not business)
- About 600 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 Overview*
  - High-concept of the game
  - Genre, player motivation, a list of novel features, target platform, game play, etc.
  - Objects (e.g. characters and items)
  - Rules (e.g. scoring and victory conditions)

## Details (3 of 3)

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- 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
- Doom treatment and Digipen student treatment
  - (Downloadable from Web page)
- (**Note!** These are longer than yours will be)

## Submission

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- ❑ Done via email
- ❑ Names and email of both group members
- ❑ Email to me ([gogo@wpi.edu](mailto:gogo@wpi.edu))
- ❑ Subject “Project 2”



## Hints

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- Sample documents - use as guidelines, but make work for your game
- Think *Ren'Py* since will be implementing your game using this
- Read (and apply) notes on working in a group (see “Links” on class page)
- Can (and maybe should) make/extend type of game done in tutorial!
  - Don't have to be completely original