



# Game Inception and Design

## Project 2

Due dates:  
Sunday, September 13th, by 11:59pm



## Introduction

- First in a series of related projects
  - Will build towards working game
- Focuses on early decisions and documentation
  
- Note, will be built using Flash
  - (see Project 1, tutorials)

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## Motivation

- 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

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## 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

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## Details (1 of 4)

- Group of 3
- 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

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## Details (2 of 4)

- Focus on development side, not business side (no marketing report, competition analysis, etc.)
- At least 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

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## Details (3 of 4)

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- *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

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## Details (4 of 4)

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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
- Sample in Rollings and Adams books.
  - (Maybe TAs can make copy ... in library reserve)
- Doom treatment and Digipen student treatment
  - (Downloadable from Web page)

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## Submission

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- Done electronically using Turnin
- Details on Web page

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## Grading

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- Guidelines on Web page
- Breakdown
  - Summary: 10%
  - Overview: 30%
  - Production: 10%
  - World: 30%
  - Custom: 15% (note: README: 5%)
- Custom → put additional emphasis. Can be:
  - additional art elements, details on game balance, more backstory or puzzle/challenge details, whatever is appropriate for your game idea
- Breakdown of A, B C expectations

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## Hints

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- Sample documents
  - Use as guidelines, but make work for your game design
- Think *Flash* since will be implementing your game using this
- Read (and apply) notes on working in a group (see "Hotlinks")

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