



# Prepare a Game Treatment

## Project 3

Due dates:  
Tuesday, September 14<sup>th</sup>, *in class*



## 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/Flixel
  - (see Project 2, tutorials)



## 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



## Purpose

- Enable you to create treatment documents of your own
- Familiarize you with reading and understanding treatment documents
- Stimulate thinking about how to go from idea inception to concrete documentation
- Improve your skills at writing documentation to be read (and understood) by other people
- Improve your skills at presenting an idea to others



## Objectives

- Write a game treatment
- Print a copy of your treatment
- Present a summary of your treatment in class



## 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 document

## Details (2 of 4)

- Focus on development side, not business side (no marketing report, competition analysis, etc.)
- 10 pages long (11 pt font, 1.5 line spacing, 1" margins)
- *Group name, names, login*
- *Title and Tagline*
  - Descriptive title
  - One-sentence description - Distilling game concept down to single sentence can help pin down core

## Details (3 of 4)

- *Summary*
  - Describe game in attention-grabbing paragraph
  - List of novel features
- *Game World/Setting*
  - 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
- *Gameplay Description*
  - Walkthrough of typical gameplay session
  - Must be illustrated → 2+ mockups
    - Doesn't have to be great art (pencil sketch ok)
    - Show major UI elements and support gameplay description

## Details (4 of 4)

- *Production details*
  - Duties of each team member
  - How each will accomplish development of prototype
  - What the production timeline will look like
    - Hint: see timeline
- Final prototype due on October 9<sup>th</sup>
  - Plan accordingly!

## Details (other)

- Can supplement with any of the following:
  - Game logo
  - Additional screen mockups (beyond the two)
  - Concept sketches
  - Sample level designs
  - Game balance discussions
- Read other treatments
  - (Requirements may be a bit different)
  - Former IMGD TA
  - Doom treatment
  - Digipen student treatment

## Submission

- Print a copy of your treatment
- Turn in *during class*
- Also, turn in document (.doc, .pdf ...) via online TurnIn
- One copy per group

## Presentation

- Present summary of treatment
  - In class, Friday, September 17<sup>th</sup>
  - 3-4 minutes
- Way up to you
  - Stand and talk, powerpoint, video ...
  - One member talk or all talk
- Arrange in advance!
  - Files (laptop, usb) – test ahead of time
  - Who says what and when

## Grading

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- Rubric on Web page
  - A, B, C expectations
- Breakdown
  - Names/logins: 1 point
  - Game title: 1 point
  - Tagline: 3 points
  - Summary: 20 points
  - World description: 20 points
  - Gameplay description with two screen mockups: 20 points
  - Production details: 20 points
  - In-class presentation: 15 points

## Hints

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