

Video Game Proposal Assignment

Design a video game and propose it for development to the class. After the proposals are given, each class member will vote on the games they would most like to work on developing in semester 2. Your game should be something simple that can actually be programmed, for example a game like Pac Man, Pong, Breakout, Asteroids, or a simple platform or racing game.

There are two tasks for this assignment:

- Produce a game design document.
- Give a proposal presentation for your video game design to the class.

Your grade will be based on the quality of the document and your presentation to the class. The votes given by class members will not count toward (or against) your grade. Your document should be well structured, clearly describe your game, and include graphical images to convey your ideas. Your presentation should describe your game to the class clearly. You may use additional visual aids with your presentation if you wish, such as images, drawings, movies, costumes, or anything else that you feel will help describe your idea and get people excited about it.

Game Design Document

Your game design document should describe your video game idea in detail, including the setting of the game, the characters, situations in the game, scoring, etc. It should be in the form of a word processor document or website. It should include images to help support your text descriptions.

The format of the document should follow that of a professional game design document, examples are available at the following websites:

http://www.colinfahey.com/critical_mass_game_design_2002/critical_mass_game_design_2002_en.html

<http://www.engin.umd.umich.edu/CIS/course.des/cis587/design-tx/game.html>

Additional help can be found at the following sites:

http://www.cc.gatech.edu/classes/cs4803c_99_spring/assignment1.html

<http://www.csci-snc.com/etek/Game%20Proposal%20Design%20Doc.ppt>

If you don't like typing urls, all these links and more are on my Delicious page:

http://delicious.com/saundby/game_proposal

In prior classes students have often started with the Critical Mass Word document, then replaced the information about the game with their own. This is entirely acceptable, and makes the creation of the design document much easier. The same may be done with another design document if you find another that suits you, but check it against the Critical Mass document to make sure you cover all the same areas as appropriate.

Images may be scanned drawings, digital images you've taken yourself, or images you've found on the web that suit the idea you're trying to express. Since the game design documents will not be posted on the web, it is OK to use copyrighted material for this assignment. Note that in the actual games we'll be developing, we can't use copyrighted material since we will be posting them online for others to enjoy. The design document should describe the images that will need to be created by the development team.

Presentation

Your presentation should be about 10 minutes long, no less than 8 minutes, no more than 15 minutes. In it you should describe your game, its setting, characters, and situations as well as describe what game play will be like. You should describe what needs to be developed, both in terms of writing the software and in developing art, sound, music, and any other components.

I realize that you will have some trouble with this since you have never had the opportunity to actually develop a game. Part of the exercise is for you to do the best you can to look at examples of games like your own and think about what you think it would take. I don't expect you to be very accurate, but I want to see what you manage to figure out. Remember that every part of a computer game had to be made by somebody--every picture, every sound, how things move, how the controller works. Anticipate this as much as you can.

You can use your design document as a visual aid or speaker's notes during your presentation. You may also add anything else you like to jazz up your presentation. In the past we've had students create animations to show what their game would look like during play, play music during their talk, show drawings of what the game screen would look like, use story boards to illustrate their ideas, and otherwise seek to add some life and color to their talk. If you use slides, you will be able to present them on the screen of one of the computers in class during your talk.

You will be graded on how well you present yourself and your ideas. Clarity and enthusiasm are key. You will not be graded on the technical content of your presentation.

More Help

If you'd like to see some past work by students in this class, check out the following entries from my blog. They describe the classwork during the programming section of the class, and give links to the student projects and development blogs:

[A Semester with Greenfoot](http://catsonkeyboards.blogspot.com/2009/06/semester-with-greenfoot.html)

<http://catsonkeyboards.blogspot.com/2009/06/semester-with-greenfoot.html>

[Game Development with Greenfoot: Class Projects](http://catsonkeyboards.blogspot.com/2009/03/game-development-with-greenfoot-class.html)

<http://catsonkeyboards.blogspot.com/2009/03/game-development-with-greenfoot-class.html>

[Preparing for Programming \(with Greenfoot\)](http://catsonkeyboards.blogspot.com/2008/12/preparing-for-programming-with.html)

<http://catsonkeyboards.blogspot.com/2008/12/preparing-for-programming-with.html>