Simple Design Document

Introduction Why you choose the theme. Why did you make the design choices you did. How does this game help develop an understanding/ or enjoyment of the theme? Why this game, in this format. What interested you about the theme to create this game?

Learning Goal: What is the learning goal for this game? How does it help teach or reinforce the concept? Similar to a Learning Target for a lesson. Could be in the form of Player will….. or Players can……..

Background and Game Premise Game Theme: What is the game about or based on? What about the theme made you want to design a game about it? Aspects of theme to be incorporated into game design: What visual or narrative aspects of the theme will be incorporated into your design?

Game Features Game Genre: First person shooter, role-play, interactive board game, maze, etc.…

Description of Game Play and Game Goals How goals and game play relate to theme (self explanatory) Other aspects of goals and game play (self explanatory)

Key features: What makes this game unique? What features would encourage someone to play this game? Target Audience: Age level or grade or specialized (i.e.. people who have read The Lighting Thief).

Game Technical Details: If the Game were to be developed, what platform would you use?

What would the Game play look like? (Game flow chart)

What would the scoring look like?

How would you address failure?

How would you balance rewards and game complexity?

Description and/or pictures or Prototype &Game Testing What did your prototype look like? Who tested it? What feedback did you receive? How did you revise your game?

Concept Art: Attach any storyboards or drawing used to design the game (may not apply to all games, be prepared to answer why you didn’t attach concept art)

Miscellaneous Issues: Any issues that presented roadblocks from concept to final product.

Research references: Any research done on the content of your game should be documented here. (May not apply to all games.)

Other: Anything else that would help the judges understands the concepts behind your design choices