Game Design Proposal Project

Requirements

Title

High concept

Type of Game

Pitch

Sketches and/or images of art

Title

1. Brainstorm possible titles for your game
2. Choose the best one – tell us why you like it

High Concept

1. Write a brief description of the game a short, direct description of the situation of a game. It describes the player's goal, the opposition to that goal, and the means through which that goal will be accomplished.
2. For example: "In Trick or Treat the player characters have been trapped in the labyrinth of an ancient haunted house. They must escape by destroying adversarial monsters, avoiding traps, and solving the maze. Trick or Treat is a third person perspective action game."

Type of Game

1. Go to <http://oppieclass.weebly.com/introduction-to-board-games.html> and decide what type of game you are going to design

Pitch

1. Describing the game's selling points and potential profitability including
   1. Player motivation
   2. Genre
   3. Target customer
   4. Competition
   5. Unique selling points
   6. Game mechanics
   7. Victory conditions

**Player motivation** This is a short statement that indicates what the player is trying to accomplish in the game—his role and goal. This helps indicate what sort of person the player is. He can be driven by a desire to compete, to solve puzzles, to explore, or whatever.

**Genre** Indicate the genre of the game, or if it is a mix of genres, indicate that.

Examples of Genres of Games:

1. An action game requires players to use quick reflexes, accuracy, and timing to overcome obstacles. It is perhaps the most basic of gaming genres, and certainly one of the broadest. Action games tend to have gameplay with emphasis on combat. There are many subgenres of action games, such as fighting games and first-person shooters. Fighting games emphasize one-on-one combat between two characters. Maze games have a playing field that is entirely a maze, which players must navigate. Quick thinking and fast reaction times are encouraged by the use of a timer, monsters obstructing the player's way, or multiple players racing to the finish. Platform games (platformers) are a subgenre of action game. These games involve traveling between platforms by jumping (very occasionally other means are substituted for jumping). Survival horror games focus on fear and attempt to scare the player via traditional horror fiction elements such as atmospherics, spooky art. Adventure games began to supplement and later on replace textual descriptions with visuals. A visual novel is an adventure game featuring mostly static graphics, usually with anime-style art. Role-playing games draw their gameplay from traditional role-playing games like Dungeons & Dragons. Most cast the player in the role of one or more "adventurers" who specialize in specific skill sets (such as melee combat or casting magic spells) while progressing through a predetermined storyline. In city-building games the player acts as overall planner or leader to meet the needs and wants of game characters by initiating structures for food, shelter, health, spiritual care, economic growth, etc. Success is achieved when the city budget makes a growing profit and citizens experience an upgraded lifestyle in housing, health, and goods. Business simulation games generally attempt to simulate an economy or business, with the player controlling the economy of the game. A government simulation game (or "political game") involves the simulation of the policies, government or politics of a country, but typically excludes warfare. Life simulation games (or artificial life games) involve living or controlling one or more artificial lives. A life simulation game can revolve around individuals and relationships, or it could be a simulation of an ecosystem. Pet-raising simulations (or digital pets) focus more on the relationship between the player and one or few life forms. Vehicle simulation games are a genre of video games which attempt to provide the player with a realistic interpretation of operating various kinds of vehicles. Racing games typically place the player in the driver's seat of a high-performance vehicle and require the player to race against other drivers or sometimes just time. Space flight simulator games are a sub-genre that involve piloting a spacecraft. Strategy games focus on gameplay requiring careful and skillful thinking and planning in order to achieve victory. Party games are games developed specifically for multiplayer games between many players. Puzzle games require the player to solve logic puzzles or navigate complex locations such as mazes. Sports games emulate the playing of traditional physical sports. Trivia games are games where you have to answer questions – they may be silly or serious.

**Target customer** What kind of person will buy this game? If age or sex is relevant, indicate that; more important, tell what other kinds of games they like to play.

**Competition** Are there already games on the market like this one? If so, list their names and indicate how this one is different or better than they are.

**Unique selling points** What’s new in this game? How will it stand out from what has gone before?

**Game mechanics** Game mechanics fall into several more or less well-defined categories, which (along with basic gameplay and theme) are sometimes used as a basis to classify games.

1. Turns • A game turn is an important fundamental concept to almost all non-computer games. In general, a turn is a segment of the game set aside for certain actions to happen before moving on to the next turn, where the sequence of events can largely repeat.
2. Action points • These control what players may do on their turns in the game by allocating each player a budget of “action points” each turn. These points may be spent performing various actions according to the game rules, such as moving pieces, drawing cards, collecting money, etc.
3. Auction or bidding • Some games use an auction or bidding system in which the players make competitive bids to determine which player gets the right to perform particular actions. Such an auction can be based on different forms of "payment”.
4. Cards • These involve the use of cards similar to playing cards to act as a randomiser and/or to act as tokens to keep track of states in the game.
5. Capture/Eliminate • In some games, the number of tokens a player has on the playing surface is related to his current strength in the game. In such games, it can be an important goal to capture opponent's tokens, meaning to remove them from the playing surface.
6. Catch-up • Some games include a mechanic designed to make progress towards victory more difficult the closer a player gets to it. The idea behind this is to allow trailing players a chance to catch up and potentially still win the game, rather than suffer an inevitable loss once they fall behind. This may be desirable in games such as racing games that have a fixed finish line.
7. Dice • These involve the use of dice, usually as randomisers. Most dice used in games are the standard cubical dice numbered from 1 to 6, though games with polyhedral dice or dice marked with symbols other than numbers exist. Movement.
8. Tokens • Many board games involve the movement of playing tokens. How these tokens are allowed to move, and when, is governed by movement mechanics.
9. Resource management • Many games involve the management of resources. Resource management involves the players establishing relative values for various types of available resources, in the context of the current state of the game and the desired outcome (i.e. winning the game). The game will have rules that determine how players can increase, spend, or exchange their various resources. The skillful management of resources under such rules allows players to influence the outcome of the game.
10. Risk and reward • Some games include situations where players can "press their luck" in optional actions where the danger of a risk must be weighed against the chance of reward.
11. Role-playing • Role-playing games often rely on mechanics that determine the effectiveness of in-game actions by how well the player acts out the role of a fictional character.
12. Tile-laying • Many games use tiles - flat, rigid pieces of a regular shape - that can be laid down on a flat surface to form a tessellation. Usually such tiles have patterns or symbols on their surfaces that combine when tessellated to form game-mechanically significant combinations.

**Victory conditions** briefly describe how a player wins the game.

Thematic concept art

1. Include some art or images that could go on the box, cover of the rule book, in the rule book, advertising, game aids and pieces, or to promote the setting, theme, environment and feel of your game!