Design Project
GAM 224, Prof. Robin Burke
Fall 2005
Grade value: 20%

What is it:
Students will work in teams of 3 or 4 students to produce an overview of an original game design. The design document will be 5-7 pages (1200 – 1800 words), and should describe the overall look and feel of the game. The game idea will be derived by taking the central gameplay mechanic of an existing game and adapting it to a new context.

Milestones:

- **9/19: Form group (10%):** Submit to Course On-Line the names of students in your team. **Only one team member needs to do this.** (Type the names into the "comment" box that appears for "Design Project Milestone #1", you do not need to upload a document.)

- **9/26: Choose source game (10%):** With your group, decide what game you will use as the source of your core mechanic (See the "Play of Experience" chapter in your book for a definition of core mechanic.) Submit to Course On-Line the name of the game you plan to use. Only one team member needs to do this. (Type the names into the "comment" box that appears for "Design Project Milestone #2", you do not need to upload a document.)

- **10/19: Identify core mechanic (20%):** All of your team members should play the game while working on this milestone. Write a 2-3 page (500-1000 word) description of the core mechanic of your source game. You want to describe as completely as possible what the elements of the mechanic are, and how they work to produce meaningful gameplay in the source game.

- **11/7: Proposal (20%):** Write a short, 1 page description of your proposed new game that will incorporate the mechanic from the source game. If you will need to simplify or modify the mechanic, indicate how and why. The new game should be as different as possible from the original game in content, theme and narrative elements while retaining the mechanic.

- **11/21: Overview (40%):** Write a 5 page overview document for your new game. It should serve to sell the game to reader, provide a description of the gameplay and situations that a player would experience, enumerate the game's key features, and describe its background in terms of its genre, relation to other games, and overall aesthetics and thematic elements. Someone who only read this document should have a good idea what the game would be like to play.

Hints

- Some examples of game overview documents will be distributed later in the class as models for the final milestone.

- Your team should meet regularly during the quarter to discuss the project. Each member's contribution to the final project will be peer-evaluated. Please contact the instructor if there are teamwork difficulties.