

big game project design review

Work with your group to create a complete design for your big game project. This is **due by the end of class** on **Tuesday November 20**. This part of the project is worth **3 points** out of 25 (total for the project).

The GAME DESIGN should include:

1. **storyboards**—
a hand drawn set of sketches showing what the game will look like, including drawings of the main game objects (below)
2. **rules of play**—
a brief description of how the game is played—what the player can do (i.e., actions/moves she can make), what the game does dynamically (on its own, and in response to the player's actions/moves), how the player earns points (and loses points, if applicable), and how the player wins the game (or loses)
3. **game objects**—
a list of the main objects to be included in the game, hand drawn sketches of what the objects will look like and a brief description of how each will behave
4. **game loop**—
a state machine showing the sequence of screens that the player will see and how they connect based on actions taken by the player
5. **game play state machine**—
a state machine showing the sequence of states and actions that can occur during game play

The design documentation should be in DRAFT form at this stage of your game development. However, I want you to have given some thought to each of the elements listed above. So you should be able to tell me something about each of them.

I will discuss the game designs with each group during class on November 20. I will keep copies of the sketches, lists and descriptions you give me. Note that there is a printer in the lab that you can use. There is also a photocopier that I can use at the end of class, to make a copy of whatever you draw/write by hand during class.

See the BIG GAME PROJECT LAB 1 (from Thu Nov 8) for details on each of the above elements, as well as lecture notes from Tue Nov 13.