

# Initial Design

Given the (relatively) short timeline for this project, we are jumping right in with a complete, rough design. That doesn't mean you can't change direction over the next week, but time is limited and you need to make consistent forward progress.

You can work from the individual designs you already did or do something new. Everyone must contribute to the design.

## **High level: Objectives & conflicts**

- 1) What is the player's goal, and what do they need to do to achieve it?
- 2) What are the most significant obstacles/conflicts to the player succeeding?

## **More specific: The central system dynamics**

- 3) What is the most important player action? The most common?
- 4) List the possible ways that the environment can respond to those actions (outcomes).

## **Commit to a specific idea**

- 5) List 2-3 player experiences that will make the game fun and interesting. Be specific and player-focused!
- 6) Draw out a sequence of screenshot sketches showing what a player would see during those critical gameplay experiences from question 5. Pay attention to what information is on screen (environment and UI elements). You have to commit to a certain visual perspective here (2d/3d, fixed or rotating camera).  
Use your phone or a webcam to scan those sketches and add them to the doc.
- 7) Write a 1-2 paragraph description that "sells" this concept to potential players. Try to capture what makes it uniquely interesting. Describe at least the premise, aesthetic, core gameplay and how you win or lose.'
- 8) Working title