Digital IT & Gaming

Game development is a very broad area of creative media and often companies will run a game jam to allow indie developers a chance to showcase their skills and expertise. These are mostly done with a demonstration product being produced over the time given, however they are also completed using a game design document. As part of the course, you will have to plan and create a game that details how it will work, look, and develop over its life cycle.

The task you are being set is to complete a game jam concept where you can detail a game you would like to create and see on the market. This should be a fresh IP (Intellectual Property) or idea and can be similar to existing products but must have a fresh take on the topic chosen. As part of the design documentation you must include the following:

· Explanation of the game genre and link to similar games and how your idea will be different and innovative

· Explanation of how the gameplay will work and keep the player engaged – for example red barrels explode, however a new way to work with this is to allow the player to move the barrels to an ideal location(example - Just cause 3) or the barrels can impact on the environment and remove cover for AI or other players(example - Battlefield)

· You should draw either with pencil and paper or using digital software, some samples of the characters, props, and environments your game world is set in. This should also include a description of who the characters are, and why are they doing what they are doing. What is their end goal if there is an end goal?

· What plans would you have to keep the player engaged? – features such as multiplayer, character progression, story narrative pathways, DLC to expand the game idea.

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