

## Games Development Summer Work

### Brief

Welcome and well done for getting on the Games Development Course. On the course you will be learning all the skills it takes to become a games developer. This will include animation, design, character design, making levels, some small amount of programming, 3D modelling and marketing.

For your summer work, you are tasked to come up with a pitch presentation for your own game. You **will not** be pitching this in front of a class, you will just need to talk your idea through with a teacher. This task is directly related to one of the units, so completing this task well will give you a head start on one of the units.

You will need to:

- Come up with your own original idea for a game
- When coming up with your game, think of your dream game, anything you could make if resources were no issues
- Plan the key parts of the game
- Conduct research into good games design
- Design a level for your game
- Explore how you could market and release your game
- Please read through the links at the bottom and conduct your own research to help you
- Create a PowerPoint or Google slide with all your ideas present.

Here is a list of slides you will need to complete:

<b>1 Slide</b>	<p><b>Game In One Sentence</b></p> <p>For your first slide, I would like a one sentence description of your game. This is the hook. This is what will grab our attention.</p> <p>“First person shooter but it’s a water gun fight”</p> <p>“2D platformer but you move the environment instead of the character”</p>
<b>1 Slide</b>	<p><b>Mind Map</b></p>

	<p>For your second slide, I'd suggest you show the process you used to get to your idea. Gather lots of ideas for your game, even if you don't think you will use them. Explore the environments, characters, gameplay mechanics, winning conditions, art style etc.</p>
<b>1 Slide</b>	<p><b>What is the game?</b></p> <p>You have already explored your game in one sentence and shown your ideas through your mind map. The next section should be an overall summary of the key parts of your game, can be bullet pointed or in a paragraph format. Give us an overview of the game and its mechanics.</p> <p>How do you play? Who is the main character? Who are the enemies? What do you do?</p>
<b>1-3 slides</b>	<p><b>Art Style</b></p> <p>In this slide you should start to show the art style. Define your art style here.</p> <p>Is it cartoony? Realistic? Low Poly? 2D? 3D? Dark? Bright? Sandy? Foresty?</p> <p>You should also define a colour palette.</p>
<b>1-3 slides</b>	<p><b>Characters and Character Designs</b></p> <p>Here we should list our play characters or characters in the game. Even if it isn't a person and you play as an object or you're an RTS commander. Define your characters here, who are they, motivations, how do they look, what is their purpose</p> <p>You should also include sketches/designs for any characters you hope to include.</p>
<b>1-3 slides</b>	<p><b>Game Mechanics</b></p> <p>Here you should define the game mechanics of your game. Is it first person or third person? Top down? Do you drive cars? Do you get in and out of vehicles? VR? Shooting? Parkour? Fighting? List the mechanics of your game here</p>

	<p>Game should be enjoyable and keep players coming back. How will you make your game addicting for a player?</p>
<b>1-3 slides</b>	<p><b>Level Designs</b></p> <p>Here you will need to include level designs, this could be in the form of concept art, sketches or plans of what your levels might look like or how they might function.</p>
<b>1 Slide</b>	<p><b>Marketing</b></p> <p>Here you should be looking at how you will market your game, how will you make money. Be clear and justify.</p> <p>How will you market your game? On what platform will you release your game? How could you advertise your game?</p>
<b>1-2 Slides</b>	<p><b>Resources</b></p> <p>What resources do you think you will need? Think about staff and what roles, what software would you use, what kind of computers? You may need to do some research into job roles</p>
<b>1-2 Slides</b>	<p><b>About *YOU*</b></p> <p>This final slide I'd like to find out more about you and your love of games. Answer the following questions:</p> <ol style="list-style-type: none"> <li>1. Favourite game of all time and why?</li> <li>2. First video game you ever played?</li> <li>3. What hobbies do you have other than gaming?</li> <li>4. What career do you want in the future?</li> <li>5. What part of games development are most excited about learning?</li> </ol>

## Useful links

Character design:

<https://www.juegostudio.com/blog/video-game-character-design>

[https://www.waltdisney.org/sites/default/files/2020-05/T%26T\\_Silhouette-final2.pdf](https://www.waltdisney.org/sites/default/files/2020-05/T%26T_Silhouette-final2.pdf)

Game Design Theory

<https://anshulrustaggi.medium.com/the-unified-theory-of-game-design-the-journey-begins-part-1-6cf076fa05d2>

<https://www.gamedeveloper.com/design/game-design---theory-and-practice-the-elements-of-gameplay>

Level Design

<https://book.leveldesignbook.com/introduction>

Careers

<https://www.screenskills.com/job-profiles/browse/games/>

<https://www.cgspectrum.com/career-pathways/game-development>

Software

<https://thectoclub.com/tools/best-game-development-software/>

