

## For Week 04 (09/18)

### [Group] Concept Document

In one or two paragraphs, describe the essence of your game idea. Try to capture what makes it interesting to you and how the basic gameplay will work.

In addition, analyze the formal elements in your game. Chapter 2 on The Structure of Games provides an in-depth discussion of each element. Try to answer as many as the following questions as possible:

- What is the conflict in my game?
- What are the rules and procedures?
- What actions do the players take and when?
- Are there turns? How do they work?
- How many players can play?
- How long does a game take to resolve?
- What is the working title?
- Who is the target audience?
- What platform will this game run on?
- What restrictions or opportunities does that environment have?

If you are able to, also consider the following questions:

- Define each player's goal.
- What does a player need to do to win?
- Write down the single most important type of player action in the game. Describe how this functions.
- Write down the procedures and rules in outline format. Only focus on the most critical rules. Leave all other rules until later.
- Map out how a typical turn works. Using a flowchart is the most effective way to visualize this.
- Define how many players can play.
- How do these players interact with one another?

Submit your team's Concept Document via email to [dimatte4@tcnj.edu](mailto:dimatte4@tcnj.edu). Also be sure to include it in your Design Log for your own reference.

Due Date: 09/18/14

% of Overall Grade: 5%

Difficulty: Medium

Total points available: 5

Grading Criteria:

- Thoughtful, concise description of the game concept [3 pts]

- Analysis of the game's formal elements [2pts]

### **[Group] Start a Design Log**

A Design Log is a living document – it is always changing and is regularly updated to reflect your design process. As a team, agree on a platform that suits your needs – a wiki, shared Google Drive, WordPress site, or other electronic space – that each member of the team will have access to and that will serve as a hub for documenting your design process (brainstorming activities, ideas, critiques, playtesting notes and responses, challenges, etc.). It would be a good idea to include your Concept Document someplace within your Design Log.

### **Reading Assignments for Week 04:**

- [Game Design Workshop](#) – Chapter 2: The Structure of Games (26-44)
- [Organic Storytelling – Narrative Through Play](#)