

For Week 11 (11/06)

[Group] Design Document Outline

Begin establishing the structure of your Design Document, following the general outline described [here](#). (For a fuller explanation, check out pg. 397 in [Game Design Workshop](#))

As we discussed in class, a wiki or blog may be a useful tool, as it provides a modular structure, sharing features, and edit notifications. Wikispaces, PBWorks, and Wordpress are good options. Google Docs is another option, but you will have to establish the structure yourself by linking pages.

As far as content, use your Concept Document as a starting point. See if you can come up with an accurate but succinct logline for your project, and begin to populate the Overview sections and subsections in the outline.

Remember, this is a living document, so it will constantly be changing. Your design document will grow over the next few weeks, but for now just focus on the foundation.

[Group] Hello Unity

During the week, on your own, or as a group, [start exploring Unity](#) (or if you are using any different development tools, those). Get acquainted with the interface and the navigation, and try some of the [tutorials](#) provided on the Unity site. A lot of useful documentation is also provided, including a [manual](#) and a reference for the [Scripting API](#).

Feel free to try these exercises on your own, but it's also a great idea to explore Unity with your group. If any of your teammates have more experience with the tool, it's a great opportunity to learn from them.

Once you're feeling comfortable operating within the environment, see if you can create a small piece of your game using the tools. For example, place a GameObject in the scene, write a script, load or edit an asset, or modify a GameObject's properties. If you come up with anything cool, feel free to share it in class next week! But first and foremost treat this as a learning experience.

Look at this as your first steps in Unity (a "Hello, World") - before you know it, you'll be creating the complex structures that will define your game.