

[Group] Design Documentation

Your design documentation should provide an adequate foundation for conveying your game concept to someone who knows nothing about it. It should also serve as a resource for your team moving forward, as a roadmap for implementation next semester. This means you should feel free (and are encouraged to) provide explanation for aspects of the design that have not yet been implemented. This document is a chance to describe your “pie-in-the-sky” idea.

In the interest of effectively communicating this idea, your documentation should follow a certain structure. As we discussed, it should be organized both hierarchically and modularly. Work down from high level concepts at the start of each section to more detailed explanations covering all possible cases. And divide the documentation into separate pieces dedicated to particular aspects of the design, such as gameplay, world, media, technology, etc. Follow the [base template](#) outlined in the text.

As far as submission, if you are using a web platform, send a link via email to dimatte4@tcnj.edu. Feel free to submit any additional materials electronically as well.

Grading criteria are as follows:

Due Date: 12/12/14

[10%] of Overall Grade

[100] Total Points Available

[20] Documentation clearly and concisely explains the game concept on a high level

[20] Documentation clearly and thoroughly explains core game mechanics

[10] Documentation structure includes both high level summaries and detailed explanations

[10] Documentation is organized modularly (sections devoted to distinct aspects of design)

[20] Documentation is comprehensive (covers all areas of the design)

[20] Documentation includes plans for future implementation