

Game Development

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What to hand in, take 2

Deadline: **May 23, 15:00**. 3 copies.

- Design document – **min 10 pages**
 - Development plan – **a few pages**
 - Reflection on the development process – **min 15 pages**
 - The Game
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- Exam is oral, in groups. (Roughly: 20 min * group members.)

Principle #1: The Curriculum Matters [pensum]

- The course gives you methods for managing the game development process.
- You **must** demonstrate that you have learned the lessons at this course: All the texts, all the lectures. (Are you taking notes during class?)
- **The final grade is on your ability to use the methods taught at the course.** You *can* use other methods, but you must demonstrate that you know what was taught at the course.

Design document

- **Design document:** This describes the game, what it's about, etc.. There must be a way to easily understand what has been implemented and what hasn't. (Perhaps use "fact boxes" or something.)
- Be clear: What template are you using for your design document?
- Game Design Workshop?
 - http://www.gamasutra.com/features/19991019/ryan_01.htm (Tim Ryan)
 - http://www.gamasutra.com/features/20041101/rouse_02.shtml (Rouse)
 - <http://www.ihfsoft.com/designdocuments.htm> (Chris Taylor's)

Development plan

- The plan for your development
- Explain what texts or methods you used for making your plan.

Reflection on the development process

- How the game was developed – what stages? What changed when?
- How did you deal with the problems that came up?
- What worked and what didn't work in the planning and in the relation between the design doc and the production?
- What in the process (planning, documentation) could be improved in your next game?
- **Remember** references to different texts and lectures from the course.

What to hand in!

- **Design document** according to a named template. Perhaps with "fact boxes" in grey describing what was and what wasn't implemented. Everything outside the fact boxes can be read as a straight design document. (min. 10 pages)
- **Development plan.** (few pages)
- **Reflection on the development process** describing how the concept and plan changed according to technical and scheduling issues. (min 15. pages)
 - How was the game was developed – what stages? What changed when?
 - How did you deal with the problems that came up?
 - What worked and what didn't work in the planning and in the relation between the design doc and the production?
 - What in the process (planning, documentation) could be improved in your next game?
 - Remember references to what different texts write about the issues they have been dealing with.
- **Game** on CD with source and instructions on how to install and play.