📰 Introduction to Video Game Making 2023: Assignment 2

1 👋 Introduction

In the second project, your team will create a small game. You need to develop **an interesting core mechanic** and build a game around it that will provide **around 5 minutes of engaging gameplay**. Keep it simple and focus on getting your **core idea "right"**. Your game needs to fulfill specific requirements (5)! You will also have to make a video about your game, whose contents are also bound to requirements (6).

2 🏁 Learning Goals

- Iteratively design and develop a game idea from concept to playable prototype
- Gain an understanding of the different facets of game development (design, art, sound, code, etc.) and learn related skills through practice
- Work in a team to create a game that communicates a gameplay idea

3 🗺️ Step-by-Step

- Decide on two Genres (4) to combine. Your game design should fit the chosen two genres!
- Have your first check-in meeting (7) with any of the TAs to verify the validity of your idea and genre combination
- Decide whether you will use the FPS Template again, a different template, or you start from scratch
- Brainstorm about "What do you need?" (Lecture 7 Page 14)
- Recommended: Follow the design process of Conceptualization, Documentation, Prototyping (Lecture 3 starting page 23)
- Recommended: Try to work iteratively (Lecture 7 Page 18 and 20) so that at any point in the development process you have a playable prototype

4 🗂️ Genres

- **Exploration**: Whether spatial or conceptual, your game design encourages the player to explore. Do not simply make a large environment. Rather, think of game elements that work together to invoke a sense of curiosity and discovery.
- **Life Simulation (Sim)**: Your game design involves the lives of people, e.g., by telling (or playing) their stories or including interactions of "everyday" activities. Find inspiration in the mundane and experiment with storytelling methods that do not rely on text.
- **Puzzle**: The game represents challenges that require multi-step problem-solving skills to overcome.
- **Strategy**: A genre that requires players to plan their actions in advance, often having to take into consideration available resources (e.g., a form of currency, consumables, time, or space)
- **Reflex**: With this genre, succeeding in the game relies heavily on a players reflexes or dexterous use of controls. Do remember the casual audience target!

5 🎮 Game Requirements

- Your game is made using Godot
- The game fits **two genres** (out of the 5 suggested ones in 4)
- The game offers engaging gameplay for around 5 minutes.
  - Focus on making your game interesting rather than padding it with content (e.g., many levels). 5 minutes is a guideline, but if it is shorter but fun, that is also fine!
- The game is engaging in the first play session already - ignore "re-playability"
- The game aims to be enjoyable for a casual audience
  - No punishing, "git gud" or souls-like gameplay!
- The game is in a "playable prototype stage".
  - Do not waste too much time on polished artwork or elaborate sound / music design. A block-out can be engaging if your core game mechanic works!
  - Do include simple to solve tasks like feedback sounds (e.g., a sound when pressing a button))

- The game is **self-explanatory**
  - Evevrything needed to understand the game and its mechanics is included in the game itself
- The game cannot have ”show-stopping” bugs. It needs to be playable from start to end
- No purchased content or ”build-a-game” packages! Only free or self-made assets are allowed (like kenney.nl). Check with the Lecturer / TAs when in doubt!
- The game includes credits for all assets that team members did not create! These can be embedded in a UI Starting Screen, Pause Menu, Credits Roll, or spatially in the game world.
- Maximum 500 words of text throughout the entire game (including UI, excluding Credits)

6 🎞️ Video Requirements

- Around 5 to 10 minutes long
- Resolution of 720p, 1080p or 4k
- Free format: gameplay recording, presentation slides, still images - you decide what is important to show. Clarity is more important than production quality!
- Must include the following content:
  - A description of your game (e.g., overview of mechanics, goal, narrative, theme, inteded player experience, etc.)
  - Which two genres were chosen, and how they are incorporated into gameplay
  - Three examples of important design decisions, why you made those decisions and how they aim to affect the players engagement (e.g., discussed over gameplay footage)
  - A reflection on whether you achieved your intended player experience, what that reflection is based on, and other insights from testing your game

7 👩‍🏫 TA Check-in Meetings

Your group needs to have at least **three** check-in meetings with any TA during the Labs. Otherwise, you may lose some points (9.1). Ideally, these are at the very start, somewhere in the middle, and one last meeting BEFORE the game

release party. It is sufficient for one single person from your group to meet with a TA, though it would be helpful (especially when discussing the team work) if all members are present for it. These meetings should ensure that:

- Your game concept fits the genres
- Your plans sound achievable, skill- and time-wise
- Ensure the teamwork is going as planned

8 📨 Submission Details

- In Brightspace submit:
  - Playable Windows Build of the Project
  - Video (webm, mkv, mp4)
  - Optional: Supporting documentation on your game design intentions. This is NOT graded, but it can help a lot if your submitted game does not work as conceptualized.
- Submission Deadline: 20.12 at 23:59
- Playable prototype deadline / Game Release Party: 13.12 at 13:15
  - This does not need to be submitted in Bright pace
  - Bring a Device where your game runs on so people can test it!
  - Format will be similar to a poster presentation where you can walk around freely between the games, test them, and discuss them with the creators
  - Hence, you will also need one person next to the playable device. Be flexible and exchange them so they also get to test the other groups games.
- This assignment is 50% of your total grade!
  - You are graded as a group and share responsibility for all deliverables!
- This assignment is not peer-reviewed.

9 🎓 Grading rubric

Weight in %	Category	Description
20	Concept	Originality and complexity of the concept. Concept fits both chosen genres, and combines them well.
35	Gameplay	Flow of the game, Engagement, Challenge / Progression, Gameplay fits the genres, is self-explanatory and suitable for the target audience.
15	Implementation	Aesthetics / Visuals, Feedback, Sound/Music. Credits present, Word count not surpassed
10	Stability	Performance and polish (show-stoppers, bugs, glitches)
20	Video	Video adheres to all requirements

9.1 Grade modifiers

Category	Grade modifier
Per missing TA check-in meeting	-0.3
Group not present or prototype not playable at game release party (it may contain bugs or is not finish able yet, but the core gameplay mechanic HAS to be testable)	-1