

Assignment 2

CS 481/681: Advanced Computer Game Design
Fall 2009

Objectives

1. Demonstrate understanding of 3D game design elements
2. Demonstrate the ability to bring together multiple game components to design a simple 3D game
3. Demonstrate the ability to work in instructor assigned teams

There are four parts to the assignment.

1 Game Design and Design Documentation (Due Oct 12)

Design and storyboard your 3D (racing) game.

- Present the storyboard in class.
- Turn in a game design document with storyboard
 1. Executive Summary - What is the focus of the game
 2. Game mechanics - How the user reacts to the world?
 3. Artificial Intelligence - How the world reacts to the user?
 4. Game Progression - Events experienced by player.
 5. Game Elements - Entities and their roles
 6. Story - What play? Why the entities and interaction make sense?
 7. Script - What happens next? How do we get to next level?
 8. Sound effects - entities and sounds, events and sounds, background
 9. Menus and interface design - game dashboard, opening menus, save/load screens, options and cheat screens
 10. Art (sketchup, sketches of characters, entities)
 11. Storyboards (camera angle, layout of game scenes, script), see description in notes under "Game Design Factors"

2 Game Implementation and Testing (Due Oct. 19)

Demonstrate a crude prototype of your game. Show simply textured entities, simple control of entities, one map, multiplayer play or crude AI. Use placeholder sounds and background music.

Use the questionnaire for the first assignment to see how you are doing and note what needs to be done.

3 Beta version of game (Due Oct 26)

Taking feedback into consideration, refine your game.

- You will need at least three maps, corresponding to three levels of difficulty
- Good textures and sound
- What is the story?

4 Final Version of Game (Due November 2)

Once again taking feedback into consideration, refine your game, ensure that all levels have been tested, and get it ready for release. CS281 students will play your game and grade it using a questionnaire similar to the questionnaire for assignment1.