

Name: _____

Date: _____

Class: _____

Block: _____

Video-Game Project

Project description:

In pairs (or on your own), you will develop a conceptual design for a video game of your own creation that includes a diverse representation of people in a meaningful way.

Project Outline:

Your project will be broken down into the following parts:

- a PowerPoint presentation that explains the following components of your game:
 - genre
 - main playable character(s)
 - description of overall “game play”
 - the main goal of the game
 - the main challenges that the playable character(s) must overcome
 - where the game takes place
 - an explanation of what a “typical level” in your game looks like
 - **at least two examples** of how your game included a diverse representation of people in a meaningful way

- a map or illustration of what a typical level in your game looks like

Project Mark:

/8—Diversity in Design: Did design and content indicate an understanding of what diversity in popular media looks like?

/8—Description of Video Game Content:

- Did PowerPoint presentation include all the criteria mentioned above?
- Was information on each component of the game design complete with an appropriate amount of detail?

/8—Organization of PowerPoint Presentation:

- Is content well-spaced and written using an appropriate font type, size, and colour?
- Is information presented in a neat and logical way that can be easily read and understood, with an emphasis on headings and sub-headings (instead of “walls of text”)?

/4—Spelling/Grammar: Did students adhere to the standard conventions of spelling and grammar in English writing.

/12—Illustration:

- Did the illustration demonstrate thought and effort?
- Did the illustration include enough detail so that the level/setting of the game was clear and understood?
- Did the illustration include a legend so that the details in the illustration were clear?

Total Mark: /40

Project Design Notes

Complete the following workbook to draft your plans for your game design. Consider your completion of this workbook as your “first draft” and evidence of your process in designing this game. ****You will not be permitted to present your PowerPoint without a complete workbook****

Workbook Outline:

- Genre Options
 - Roleplaying Games
 - Adventure Games
 - First/Third Person Games
 - MMO Games
 - Simulations
- Video Game Proposal
 - Title/Genre
 - Goals, Outcomes, Challenges
 - Setting
 - PC (Playable Character) Details
- Level Design and Gameplay

Genre Options:

Role-playing Games:

Examples: *World of Warcraft, Elder Scrolls: Skyrim, Dragon Age*

Goal:

Develop your character's abilities and weapons as much as possible, usually with the final goal of defeating a powerful foe.

Structure/Game Play:

- the player completes a series of “quests”
- the character becomes more powerful with each completed quest
- game play often is driven by a storyline that progresses with each quest
- “main quests” must be completed, usually (but not always) in a specific order for the storyline to progress
- “side quests” are optional and can usually be completed at anytime (or ignored completely)

Characters:

- usually only one “playable character” (PC)
- playable character is often created and customized by the player to some degree
- non-playable characters are limited to:
 - enemies
 - allies
 - other “helping characters” (such as store-keepers from whom you can buy supplies)

Challenges:

- main challenges usually relate to the character's initial weakness in relation to:
 - the world in which the game takes place
 - enemies the character must face
 - the puzzles or mysteries that the character must solve to complete the quest
- limited resources may also be a challenge (such as the need to find certain items or resources as part of a quest)

Settings:

- Usually an “open-world” that the character can explore and interact with.
- Players can sometimes change the setting through their actions in the game.

Adventure Games:

Examples: *The Legend of Zelda, Assassin's Creed, Super Mario*

Goal:

Develop your character's abilities and weapons as much as possible, usually with the final goal of defeating a powerful foe.

Structure/Game Play:

- the character completes a series of tasks (called quests) that have to be completed, usually in a specific order
- completion of quests is usually rewarded with an item or ability that allows the player to progress to the next level of the game

Characters:

- usually one playable character with few or no options for customization for the player
- non-playable characters are limited to:
 - enemies
 - allies
 - other “helping characters” (such as store-keepers from whom you can buy supplies)

Challenges:

- usually “level-oriented”
- each level has a puzzle that must be solved or a “boss” that must be defeated
- usually includes smaller or weaker enemies that progress in difficulty and must be defeated before reaching the “boss”
- the “boss” usually possesses an item that the character needs to another character whom the main character must rescue

Settings:

- setting usually varies from level to level
- levels are usually a part of the larger world in which the game takes place
 - Examples: Mushroom Kingdom (in the *Mario* series); *Hyrule* (in the *Legend of Zelda* series).

First-Person/Third Person Games:

Examples: *Call of Duty, Portal, Halo*

Goal:

- usually to move from the beginning to an end point within the game's setting
- goals specific to a “mission” that the player must complete that is usually (but not always) part of a larger goal

Structure/Game Play:

- games are usually divided into levels
- each level has its own mission that the character must complete
- levels or missions may be part of a larger goal, but not necessarily
- game play is from the perspective of one playable character

Characters:

- one playable character
- few options for customization
- non-playable characters include:
 - enemies (to be defeated or avoided)
 - “helping characters” who can become allies or provide information or resources to help the character complete the mission

Challenges:

- defeating enemies and/or solving puzzles
- ultimate goal of reaching the end of the level (and then the end of the game)

Setting:

- setting usually resembles a maze or obstacle course

Simulation Game:

Examples: *The Sims*, *Harvest Moon*, *Minecraft*

Goal: To let the player experience a particular situation.

Structure:

- most are “open-ended”
- player can usually continue the simulation as long as they want
- usually has no goal that “ends the game”

Characters:

- player may control or influence one or more characters within the simulation (see: *The Sims*)
- there may be no visible characters at all (see: *Sim City*)
- characters may be fixed or customizable

Challenges:

- balancing time and resources
 - Example:
 - spending money well to run a business
 - harvesting and managing natural resources to build something

Settings:

Different environments that depend on content. Simulation games often allow players to customize the game environment.

Massively Multiplayer Online Game (MMO)

Subgenres: All the above-mentioned genres/specs can be applied to an MMO design.

Examples: *Fortnite, Anthem*

Structure/Gameplay/Setting:

- generally the same as subgenre associated with the game
- most are “open-ended” and/or “open-world” concepts
- missions/levels tasks can sometimes be completed in “single-player mode,” but most are designed to be optimally completed by teams
- these teams can either be randomly generated or built by the players

Characters:

- PC's are usually designed by the player
- can be improved and modified with items, skills/abilities that the player earns by completing tasks/missions or purchased online

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Video Game Proposal

I have placed a “check box” next to all the information that you must provide about your game.

1) Title: _____

2) Genre: _____

3a) * Goal(s): What is the PC (playable character) trying to do?

3b) * Outcome: How does the PC reach their goal?

4) * Challenges: What makes it harder for a PC to reach their goal?

– **Enemies/Challenges:**

Minor/Weaker Enemies/Challenges: _____

Significant enemies or challenges: _____

5) Setting(s):

Where does your game take place? _____

Is your PC happy to be in this place? Is this a place they would defend or want to escape?

6) PC (Playable Character) Details

Describe your PC:

Is your PC a “fixed character” (one character to choose from with few/no options for customization)?

Is your PC a “customizable character”? If so, indicate the aspects of your PC that the player can customize or change and their impact on gameplay by answering the questions below:

Race:

What races are in your game? _____

Will characters be treated differently, based on their race? _____

Explain: _____

*** Classes/Jobs:**

What classes/jobs are in your game? _____

If so, what are they? _____

Will characters be treated differently, based on their class/job? _____

Explain: _____

Are men and women both able to have the same jobs in your game? _____

If yes, how is that presented in your game? _____

If you have race options, are certain races more or less likely to have a certain

class/job? _____

Explain: _____

***Sexual Orientation/Gender Identity:**

Are there any LGBTQ characters in your game? _____

If yes:

- Are they treated differently by other characters in the game?

Explain:

- Do they have a good relationship with their friends/family?

Explain:

***Physical/Mental Disabilities:**

*Do any characters in your game have a physical/mental disability? _____

If yes:

- What is the nature of their disability? _____

– Do other characters treat them differently because of their disability? _____

– Explain: _____

– Does their disability influence game play? _____

– Explain: _____

Levels and Gameplay

Answer the following questions to describe what the levels and overall gameplay of your video game will look like.

1) How does your game start?

a) How does “character design” work? Which aspects of your character do you design before the game begins, and which aspects do you design as you go?

a. Class _____

b. Abilities/Disabilities _____

c. Backstory _____

d. Personality Traits _____

b) Describe how your game starts.

a. Where does your game start?

b. Describe what is happening when your game starts.

c. Who are the first characters that your PC meets? How do they meet?

d. What is the first task your PC needs to accomplish?

2) Describe how the problems started in your game.

a. Who is the first villain/enemy that your PC meets?

b. Describe the first conflict, fight, or challenge that they must overcome.

- c. Describe what happens after your PC overcomes this first challenge. (Find an item, meet/save an important character, level up, etc).

3) Describe the following details about the levels in your game:

- a. How many levels are there in your game? What does your PC need to do at each level before they are prepared to fight the “final boss?”

- b. Describe what happens during the final level when your PC meets the “final boss.”

- c. Describe what happens in the game after the “final boss” is defeated.
