

UNIT 15 : GAMES DESIGN AND PROTOTYPING

Assignment 1: The principles of games design

Learning Outcome 1: **Understand the principles of game design and prototyping** is assessed using these tasks

The Scenario

You are working as a trainee for a small software house (called EduGames) that specialises in developing educational software used in schools.

The company has a number of tester schools for whom they develop software before releasing it.

You are partway through your training and have been asked to write a written report, showing your understanding of the game development process before being assigned to a new project to work on.

Grading Criteria

Pass	Merit	Distinction
P1: Outline key considerations that support games design P2: Explain the benefits of developing game prototypes	M1: Compare and contrast the features of games for different audiences	

Your Tasks:

Activity 1: [P1]

Write a report for your trainer that outlines the key considerations that support games design. Your report should be no more than 2 pages long.

You need to identify the key features in a range of games and describe their purpose.

The report should review different genres of game and explore their different features, focus, and purpose; relating the key features to the game genre, playing style and purpose. The key features of games that you need to include are ...

- purpose of a game
- audience of a game
- common features in games
- first/third person
- player characters
- non-player characters
- sprites
- achievement attainment
- maintaining a player's interest
- player interaction/controls
- player immersion
- progression
- competition (e.g. highscore)

The report must include a bibliography so your trainer can check your sources.

UNIT 15 : GAMES DESIGN AND PROTOTYPING

Activity 2: [M1]

Extend your report for Activity 1 so that you identify the features of games for different audiences.

You will need to research and compare the demographics and features of key audience groups and then compare the use of video game features and comment on the suitability for different audiences and genres.

You should include at least two different game genres in your comparison.

Update your report bibliography so your trainer can check your sources.

Activity 3: [P2]

Write a third section to your report for your trainer that outlines the key points of game prototyping.

Begin this part of your report with an overview of the prototyping process and the need for the different elements, then explain the benefits of developing a prototype for a game.

The prototype process includes ...

- types of prototyping e.g. visual/representational (non-working) and proof of concept (working)
- testing concepts
- gauging player interest
- skill level required
- gauging difficulty of achievement
- clarity of interface
- clarity of understanding of gameplay/goals

The benefits of prototyping includes ...

- ensures the design does what it is supposed to do
- helps to identify and address problems at an early stage
- gives the client and end-user an appreciation of the final product
- allows developer to explore ideas and obtain feedback with the client and end-user

Update your report bibliography so your trainer can check your sources.

