

IE179 Gender and Computer Games
Project 2: Design Document
Due 2/22/05

Objectives: The objective of this assignment is to make a final decision on the concept for your side-scroller game and to describe the game in a Project Design Document.

The Project Design Document should include the following:

1. Overview of project: This should be brief but should include research question and project goals.
2. Game design document for the two game variants. Note, you should describe the differences between the variants in the Overview section and elaborate on the differences in the appropriate sections.
 - a. Overview: Describes the game genre (in your case a 2D side-scroller game), the backstory (if applicable), and identifies well-known games that are similar. This section should also describe the major differences between the game and its alternate.
 - b. Player character(s): Describes the player's character(s) and the role each plays in the game.
 - c. Entities: Describes non-player characters and the role each plays in the game. This should include any interactive props.
 - d. Look and Feel: Describes the look of the game and the screen layout. You should also develop prototypes of your art assets.
 - e. Interface: Describes the game interface.
 - f. Start Up: Describes the start up of the game and each level.
 - g. Objectives: Describes the player's objective in the game.
 - h. Gameplay: Describe how the game is supposed to work including details of scoring.
 - i. Level Design: Describes how the game changes over time.
3. Feasibility and risk analysis
4. Description of prototype (due 3/1/05) and version 1 (due 3/8/05).
5. Experiment test plan: How will you run and assess your experiment?