Tutor: James Tedder

Games Designer: YOURNAMEHERE



Game Design

Principles

**Game Design Principles**

**Task 1 - Glossary of terms**

You will be assigned a term. You need to create a one sentence definition for the term and explain it to the rest of the class. Make a note of the definition on the pages below. It must be in your own words. (10 mins)

As other people read out their definitions complete the table on the next pages

|  |  |
| --- | --- |
| **Game Play Mode** | **Definition** |
| Omnipresence |  |
| On-line |  |
| Single Player |  |
| Multiplayer |  |
| Co-operative |  |

|  |  |
| --- | --- |
| **Genre** | **Definition** |
| FPS |  |
| TPS |  |
| RACING |  |
| ADVENTURE |  |
| PUZZLE |  |
| ROLE PLAY |  |
| SIMULATION |  |
| TBS |  |
| RTS |  |

|  |  |
| --- | --- |
| **Perspective** | **Definition** |
| 2D |  |
| 3D |  |
| First Person |  |
| Third Person |  |
| Scrolling |  |
| Top Down |  |

**Task 2 – Themes**



|  |  |
| --- | --- |
| **Theme** | **Definition** |
| VENGENCE |  |
| HAPPINESS |  |
| FEAR |  |
| ANGER |  |
| PERSEVERANCE |  |
| HEROISM |  |
| VALOUR |  |
| HOPE |  |
| COMPETITIVENESS |  |

**Task 3 - Mission ~~Im~~possible**

Choose at least one option from each of the four areas.

Your mission is to convince your tutor that you have found a game that meets as many of the four components you have been assigned as possible.

You will need to be able to prove that the game you’ve chosen meets the four principles by explaining it to another student in the class and by producing a 2-page review.

**You will need to**

A – Find a Video Trailer for the Game

B – Find actual Game Play Footage

C – Produce a review of the game, specifically indicating which Theme, Genre, Mode of Game Play and Perspective it covers. You will need to justify your conclusions. Include links to the video clips

You will score 10 points for each of the four principles you include as long as your review is convincing enough.

You can gain extra points by proving that your game covers additional themes, genres, modes and perspectives.

|  |  |  |  |
| --- | --- | --- | --- |
| **Theme** | **Genre** | **Game Play Mode** | **Perspective** |
| VENGENCE | FPS | Omnipresence | 2D |
| HAPPINESS | TPS | On-line | 3D |
| FEAR | RACING | Single Player | First Person |
| ANGER | ADVENTURE | Multiplayer | Third Person |
| PERSEVERANCE | PUZZLE | Co-operative | Scrolling |
| HEROISM | ROLE PLAY |  | Top Down |
| VALOUR | SIMULATION |  |  |
| HOPE | TBS |  |  |
| COMPETITIVENESS | RTS |  |  |