

# Design Notes

Game Title: \_\_\_\_\_

The “High Concept”? (One sentence that describes the basics of the game.)

## UI Design Concepts

Roughly sketch how designs for the following screens will look in your game. Add arrows and notes are required. Have fun – it doesn’t matter if it’s not all used or changes in your final game.

<i>Start Screen</i> <i>(Title, New game? Difficulty? Help? About”...)</i>	<i>Game play screen (top view, side view, isometric view? Score? Lives? Movement? etc)</i>
<i>High Score Screen</i> <i>(Top 10? Names? Score? Level?</i>	<i>Others? 2<sup>nd</sup> Mode?</i>

# The Gameplay Environment

**Setting?** (What the player is seeing)

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**Perspective?** (First/third/god/isometric player view)

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**Interaction Model?** (Keyboard/mouse does what?)

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**Challenges?** (What is the player trying to accomplish? Think of the “overall” game level as well as the “in the moment” level of play.)

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**Mechanics?** (How are challenges formed/created for the player? Walls? Enemies? Puzzles? )

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**Actions?** (What can the player do to overcome the challenges?)

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## Gameplay States

Are there different states to the game play? Note them here, as a state transition diagram.

## Feature List

Write down as many of the implementation features – based on your current design – that you think you need to implement. Then draw circles or lines to group *similar* features and identify the features that are *isolated* (unique?). Isolated features may be either critical or of low benefit. (This list can be more like a “concept cloud” if that helps).

# Minimax

Use the minimax process to divide your game features and the implementation feature list into the four minimax groups. (See lecture notes). In particular try to identify the following:

*What are the complex features with low benefit?*

*What are the simplest (to implement) features with high benefit?*

*Use a full minimax grid if needed.*