Computer Game Design Final Project
PLANNING SHEET

Name:

For the final project for video game design, you will be creating a game from the ground up of your own design using the skills you have learned over the course of this semester. This means that you will be creating your own resources based on your concept. We will use this sheet to do some pre-planning about your game.

As you think about what game you will want to build, you should picture all aspects of the game including art, sound design, and general game genre (Arcade, Puzzle, Role Playing, Strategy, Management, Adventure, Shooter, Sports, Racing and Simulation. --There are of course, other game types available and will be open for your design).

All games will need to:
- Have a strong theme or genre. (2 points)
- Run smoothly and as intended. (8 points)
- Have at least three animated multi-frame sprites. (3 points)
- Use 5 rooms (or utilize a procedurally generated room.) (5 points)
- Get progressively more difficult. (2 points)
- Be winnable and losable by the player. (2 points)
- Use variables to control aspects of dynamic game play (i.e.; parts of your game should change in some way throughout the game. Power-ups, Getting new inventory/ materials, or level gain are examples of this.) (3 points)

GAME CONCEPT -- DREAM BIG! (You can always scale back!):
What style of game will you create?

What will be the player's avatar?

How many players will the game support?

What is the objective in the game (how does a player win)?

How will the player's experience of play change throughout the game?