Game Design Studio I

week 8, class 1
Today

- Teach for America (3 min)
- Short lecture on design docs
- Presentations of computational prototypes
- Send me lists of “consumables” you might need (soon). So far have requests for Legos and a game engine—books might also work. I’ll ask for things and we’ll see what gets approved
Design docs
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- These are primarily for your team, and should develop through 171 & 172
- You can start now, filling in top-level information, creating flowcharts and wireframes
- As you build prototypes, it’ll make sense to fill in more
- Need a complete document by end of pre-production — it’s your guide in production
Include design docs

- Most things in Fullerton chapter—follow the outline except when there’s a reason not to
- Leave out the irrelevant (e.g., estimated sales)
- Add what you need—this is for your team’s communication and planning, primarily
- Do make and include game flowcharts
- Do make and include interface wireframes
- Do include concept art, drawings of maps, and other visuals that will help you nail down and communicate specifics