

Games Design and Development Level 2



SUMMER PROJECT

EXPLAIN THE GAME
LIKE A
DEVELOPER

YOUR TASK


CHOOSE A GAME YOU ENJOY. EXPLAIN HOW IT WORKS.

WHAT TO INCLUDE



THE GAME

WHAT TYPE OF GAME IS IT? (GENRE)



PLAYER ACTIONS

WHAT DOES THE PLAYER DO?



VISUAL CLARITY

HOW DOES THE GAME COMMUNICATE INFORMATION TO THE PLAYER?



REWARDS

WHAT CAN YOU COLLECT, EARN, OR ACHIEVE?



DANGER

WHAT CAN HURT YOU OR CAUSE FAILURE?

HOW DO YOU KNOW SOMETHING IS DANGEROUS?



GAME GUIDANCE

HOW DOES THE GAME GUIDE OR TEACH THE PLAYER?



IMPROVEMENT

SUGGEST ONE IMPROVEMENT TO THE GAME AND WHY IT WOULD MAKE IT BETTER



REFLECTION


WHAT DID YOU LEARN ABOUT THIS GAME BY ANALYSING IT?

WHAT DID YOU LEARN ABOUT GAME DESIGN?

HOW TO SUBMIT

SUBMIT ONE:

 2-4 PAGES WRITTEN

 2-5 MINUTE VIDEO

FILE NAME:

YOURNAME_FAVOURITEGAME_TASK

SEND TO:

DAVE.HINGLEY@EASTERNEDUCATIONGROUP.AC.UK

SUBJECT:

ETG_YOURNAME



DEADLINE

31ST JULY

IMPORTANT
LATE OR MISSING WORK MAY AFFECT YOUR PLACE ON
THE COURSE