

DMEA Video Game Design Unit:

E Jones

This project will have 3 project grades to break up the large task of creating a video game. Students are permitted to work alone or group up. Please note that if you group up and if groups have to be ungrouped for any reason that you will be responsible to work alone and to catchup on all work.

Project 1: Background and props story design criteria and rubric 100 points

- ___ 10 points Clear goal/story for your game *document this on the back of the floors handout*
- ___ 15 points Background designed and fits stylistically with all other parts of the game, ex. walls, characters, etc. This is how well your game is composed and works together to form unity.
- ___ 15 points level design (playability visually fun and enjoyable)
- ___ 30 points At least 6 props ex. **walls, platforms, objects, hazards** for the character to walk behind or in front of. These files need to be saved separate as a .psd **and** .jpeg or .png with resolution of 72 dpi.
- ___ 20 points Final background file saved correctly as .psd files **and** .jpeg file(s) with resolution of 72 dpi.
- ___ 10 points File folder turned into the teacher dropbox named: background props b3 name

Project 2: Character design— Characters have to be original and designed 100%

Note: Supplemental characters like bosses or normal bad guys need to be planned here.

- ___ 10 points Clear character(s) backstory or connection with the game. *state this on the back of the floors handout and label character connection*
- ___ 10 points Character(s) needs to fit the environment created for the game in which it lives for game unity.
- ___ 10 points Character(s) concept drawings in your sketchbook approved *this step required before working in PS*
- ___ 20 points Creating a main character **rendering** *That's a stand alone drawing that is created from your character concept drawings and that will be required to be incorporated with the Title Screen design. You may include the boss if it fits but it is not required.
- ___ 25 points Drawing your character(s) in Photoshop as a sprite to fit in your game.
- ___ 15 points Create and design at least 3 of the following: **releases, collectables (lives, 1-ups, keys), power-ups** graphics here. Files need to be saved as .psd and .png files.
- ___ 10 points File folder turned into the teacher dropbox named: character design b3 name

Project 3: Game Maker Programming a game

- ___ 30 points **Backgrounds, objects, hazards, releases, avoids, characters** all placed and programmed within the game to function according to the plans noted on the floors handout. If there's platforming make sure characters can get to all areas and that the gravity works.
- ___ 20 points **Playability**- Is the game fun to play? Would I play it again? Does it visually feel unified artistically?
- ___ 10 points **Sounds** that fit the game and have at least 2 different sounds used. ex. Background music, coin collectable sounds, etc.
- ___ 10 points **Title screen** with **character rendering** used in some way on it and a start game button/prompt.
- ___ 10 points Directions how to play the game (this can be on the title screen or as a tutorial creatively) and a way for the game to reach the goal (win).
- ___ 10 points Health bar/hearts- some type of life bar, score system like points or coins need to be assigned. You are only **required 2** have 2 bars on your character hud for this project but can have more.
- ___ 05 points Work in Progress game needs to be submitted for teacher review 1 time for feedback to teacher drop box.
- ___ 05 points File folder turned into the teacher dropbox named: game name final b3 name

Final Critique and peer evaluation of final game

- ___ 100 This will be a separate grade.

Remember, it is better to design a smaller, but GOOD game than a large, but BAD game. A good game has a good story, graphics, supporting sounds, and most important, playability.