

COMPUTING AND DIGITAL MEDIA

SUMMER PROJECTS
YEAR 11 STUDENTS

GAME DESIGN:
GAME CONCEPT



HEART OF
**WORCESTERSHIRE
COLLEGE**

KICK START YOUR STUDY AT HOW COLLEGE WITH ONE OF OUR CURRICULUM BRIDGING PROJECTS

Background:

Is there a game you've always wanted to play, but it hasn't been made yet? Imagine you had the skills and resources to design that game, the only limit is your imagination.

You could design the next big AAA release for PS5 in virtual reality, or a quirky indie mobile game with simple graphics. The originality of the concept is more important than the technical specifications.

Task

Come up with an interesting game concept and create a pitch, designed to last **no longer than three minutes!**

How you pitch is up to you. Play to your strengths – You could make a live action video, animation, voice recording or even a written description with pictures if you prefer. Be creative! Remember to be safe and observe social distancing rules. If you are at home, you could recruit family members to be part of your pitch.

The game can be inspired by existing products but shouldn't be a sequel or spin-off of an existing property or character (e.g. game, book or film). The game should be suitable for a PEGI 12 Rating or lower. See the PEGI website for details.



Look at an example or two online from the pros for inspiration if you need it!

Pitch Contents:

Game Identity / Mantra:

A single sentence description of the game that you will use to guide design decisions. (Example: Stylized action platformer about a meatball fighting the dinner table.)

Design Pillars:

List up to 3 words/phrases that convey the feeling or emotion you want the player to experience. (Example: Fast. Action-packed. Mayhem.)

Genre/Story/Mechanics Summary:

List what the game is from a gameplay and/or story perspective. (Example: This game uses a unique swinging rope mechanic to tell a story about what it means to be a meatball...)

Features:

List the cool features or unique elements that you want to include in your game. What makes your game different to what's already out there?

Interface:

List the player input method, the controls, and how the player interacts with your game.

Art Style:

Include references to lots of images and games that have a similar aesthetic to what you're trying to achieve. You could include your own artwork if you prefer.

Music/Sound:

Include links to music and sound design similar to what you're trying to achieve. You can also list the emotional responses that the sound should invoke in the player.

Resources that may help you:

HitFilm Express – an excellent free video editor with lots of YouTube guides.

Autodesk Sketchbook – Digital drawing/painting application with basic animation tools. Very popular with concept artists.

Krita – Digital drawing/painting application with basic animation tools. Popular with anime/manga artists.

Unreal Engine – One of the world's most popular 3D game engines – It does require a high specification PC to run (e.g. a gaming spec PC).

GDevelop – Basic open-source 2D game engine.

OBS Studio – Screen recording software (and be used to record PC footage).

Pexels – Great resource for stock images and videos you can use for free.

Indicative time for this project:

You could spend as much (or as little) time as you like on developing a suitable games pitch, but we recommend you spend roughly 30 – 50 hours on this project in total.

Instructions on how to submit this:

Submit your work online using this link: <https://driveuploader.com/upload/hza1mLShB3/>

Whether you are submitting a written document or a video file, please ensure you include your name and your email address so we know how to contact you. If you know your student ID number from your interview invite letter, then please also include this.

If you have trouble submitting your work, then please feel free to contact James Duckhouse (the Curriculum Leader for Computing & Digital Media) either by ringing **01905 725721** or emailing **jduckhouse@howcollege.ac.uk** and he will endeavour to help you with submitting your files.

How will I benefit from this project:

By doing this project, you will gain an understanding of a number of key features of computer games today and the techniques that are used to design them. Coming onto our Digital Media & Games Design course in the new academic year will help you gain the skills you need to put your ideas into reality!

What can I expect to get back after I submit my project work:

We will acknowledge receipt of your submission once we have received it and a member of the teaching team will give you some feedback when the new term starts later in the year.