

FHCA 2050: Final - Video Game Concept

To be presented on Week 14

ASSIGNMENT INFORMATION:

For this final, you have the choice of coming up with an original concept, taking an existing intellectual property (IP) and proposing a sequel, or coming up with an interactive new media art installation.

- If you choose a pre-existing IP, you **MUST** incorporate new game mechanics and stories not found in the original game.
- If you choose an interactive new media art installation, the installation must include graphic visuals and a controller/device of some sort to allow for player interaction.)

FOR VIDEO GAMES

For your video game pitch, you will create a **Video Game Design Concept Document** that you will submit.

In this document, you must include the following:

- Title of your game
- Tagline
- List an existing game that is similar to it in the format of “If you enjoy **TITLE** game, you will enjoy this game.”
- Genre
- Platform
- Target audience
- Number of players (minimum and maximum)
- A brief description of the artistic direction of the game. (100 words minimum)
- Include at minimum 1 moodboard dedicated to the artistic direction of the game.
- Key features
 - What makes the game unique? What makes players want to play?
- A story synopsis (for narrative games) or a description of the actions the player will be taking (for non-narrative games) (200 words minimum)
- A description of the gameplay mechanics. (250 words minimum)
 - You can describe the gameplay mechanics as if you are providing a tutorial for the game.
- A description of a typical game loop (How the player starts the game, how they progress, and how they might win/lose). (250 words minimum)
- A description of how the game begins (150 words minimum)
 - Does it start with a tutorial? A narrative cut-scene? Etc.
- The winning or losing conditions of your game

- The game's ending(s)
- A description of how the game ends (100 words minimum)
- Player Definitions
 - Health, Weapons, Actions, etc.
- User interface (UI)
 - Provide examples of how the UI will look.
- Why should we play the game? (100 words minimum)
- Is the game fun? If not, what is it? (50 words minimum)
- Is the game replayable? Why or why not?

Optionally, if your game allows, you can include the following information:

- A brief description/pitch of your video game concept. (100 words minimum)
- (For references, look at the description of video games on their Steam store page.)
- If your game is a sequel/from an existing franchise, name the game/franchise.
- Description of the main character(s)
- Description of the side character(s)
- Description of the enemy(s)
- If you have characters, include 1 moodboard minimum of how the characters will look.
- Location (Where and when does the game take place?)
- Player resources
- Description of the game's internal economy
- Player rewards (power-ups and pick-ups)
- HUD
 - List the elements that will be included in the HUD and create a mock-up of how the HUD will be arranged on the player's screen.
- How the player progresses
 - How does the player go from one level to another? How does the story progress?
- If you incorporate music and sound, what will they sound like? Describe it in a brief text and optionally include links to examples.

You will be required to provide the following visuals:

- A mockup drawing of a random moment in the gameplay
 - This could be made on paper or on a computer. You can draw, use collage techniques, or 3D model a mock up of your piece.
- A mood board for the artistic direction of your video game

Feel free to provide other additional visuals.

You are allowed to include more information than what is listed above.

For your **Video Game Design Concept Presentation**, you will create a presentation to present the information you provide in your video game design concept documentation. You must include at least one slide per bullet point above. You can include as many additional slides as needed. Try to really sell us the game concept!

FUTURE MILESTONES:

- By week 10: Brain stormed several ideas for a game design/art concept
- By Week 11: Created moodboards for your visuals
- By Week 12: Solidify your game design/art concept and begin creating your game design document.
- By Week 13: Have a rough game design/art design document.
- By Week 14: Final

FORMAT INSTRUCTIONS:

DOCUMENT FORMAT:

- Minimum 5 pages, no maximum page requirement
- Provide the information of the bullet points above in any format of your choosing.
- You can choose to design your document artistically and choose your own fonts, sizes, or colors as long as you are consistent. If not, at least utilize 12 point font, Times New Roman, double spacing for your text and organize it.
- Insert any visuals, moodboards, or drawings into this document.
 - If you are referencing other games/art pieces, be sure to cite it.
- Optionally, if you did research, provide a citation page at the end.

PRESENTATION FORMAT:

- Minimum of 10 slides, no maximum slide requirement.
- Each bullet point utilized must have at least one slide dedicated to it.
- The presentation itself must be a minimum of 8 minutes, a maximum of 15 minutes.
- There will be 5 minutes dedicated to your classmates asking you questions about your concept or giving suggestions.

TURN-IN INSTRUCTIONS:

Before the midterm, please email this assignment to kirby.mealer@paris.edu in a Word document format using this naming convention:

FHCA2050_FINAL_DOCUMENT_LASTNAME_FIRSTNAME
FHCA2050_FINAL_PRESENTATION_LASTNAME_FIRSTNAME

**GRADING CRITERIA:
DOCUMENTATION**

	100	80	60	40	20	0
Written Content	The document is exceptionally well written, includes all assignment requirements, and is a strong concept document.	The document is well written, possibly missing a few assignment requirements, but is a solid concept document.	Document is of medium quality, possibly missing half assignment requirements, and is not a strong concept document.	The document is missing more than half of the assignment requirements and is a poor concept document.	The document is missing almost all assignment requirements and is a very poor concept document.	No assignment was submitted or does not include any assignment requirements.
	10	8	6	4	2	0
Grammar	Well-written work. No grammatical or spelling errors.	Well-written work. A few minor grammatical or spelling errors.	Average written work. Moderate amount of grammatical and/or spelling errors.	Poorly written work. Many grammatical and/or spelling errors.	Difficult to understand work. Grammar and spelling issues throughout the paper.	No work was submitted, or the work is incomprehensible.

PRESENTATION;

	100	80	60	40	20	0
Written Content	The presentation is well done, includes all assignment requirements, establishes the concept well, and provides visuals to further the audience's	Presentation is of good quality, possibly missing a few assignment requirements, but establishes a good concept for a project.	Presentation is of medium quality, possibly is missing half assignment requirements, and is not a strong	Presentation is of poor quality, possibly missing more than half the assignment requirements.	The presentation is of very poor quality and is missing almost all assignment requirements.	No assignment was submitted or does not include any assignment requirements.

	understanding of the concept.		concept.			
	10	8	6	4	2	0
Grammar	Well-written presentation, very organized. No grammatical or spelling errors.	Well-written presentation, possibly few minor grammatical or spelling errors.	Averagely written presentation. Moderate amount of grammatical and/or spelling errors.	Poorly written presentation. Many grammatical and/or spelling errors.	Difficult to understand presentation. Grammar and spelling issues throughout it.	No work was submitted, or the work is incomprehensible.

Final Documentation Total Points ____/110 (worth 15% of your total grade)

Final Presentation Total Points ____/110 (worth 10% of your total grade)