

Year 11-12 Summer Independent Learning

Before you begin your course in Game Design at New College, you must first show us your current understanding of the Games Industry and some of the theory behind Game Design. You will be given two tasks to complete by your first week at New College. **These tasks will directly affect whether you can remain on the course and play a big part in your coursework and projects for the next 2 years.**

Task 1- Research

You have been asked to research successful games based on **Genre, Story, Characters and World**. From your research, you will create a Powerpoint Presentation explaining your results and opinions.

For each point you need to have valid research (with links to your research) on a handful of games in the same genre and how they represent that specific genre. You need to have a balanced argument, meaning **positive** and **negative** points to make with your own opinions on the subject.

Please use the below link as flashcards for the terminology used in these assignments. You will also be tested on these later in the academic year so it is worth spending time learning these keywords:

https://quizlet.com/_7rclna?x=1jqt&i=1k8ig

Genre

First of all choose a **Genre** among the 4 listed: RPG, Adventure, First Person Shooter or Platformer. State what makes your game examples part of this genre. What can you expect when you play these kinds of games?

Story

How is the story laid out? Is it linear or does it have a branching narrative? Is the story important? Why? What are its plot devices, McGuffins, red herrings? what is the overall theme of the story? Is there any symbolism?

Characters

Who are the protagonists, antagonists, allies and NPC's in the game how do they behave to make you like/dislike them, relate to them?

World

What does the world look like, how do you explore it? Are there factions, cultures nations etc. Is it gritty realistic, comedic, cartoony? How does this impact how the player feels when traversing the world? Are there different areas/levels/planets with different conditions that affect gameplay? Hot/cold acid, poison etc. How does it do this?

Task 2- Game Idea

Now you have a basic understanding of what makes a good game, story, characters and world, you need to come up with a brief idea for a game.

X Statement and Unique Selling Point- This is a brief paragraph to get people interested in your game. Think of a movie pitch or a blurb on the back of a game case. This is what makes you want to play it. What is your game's **Unique Selling Point**? What makes it interesting?

Story Circle- watch this clip <https://www.youtube.com/watch?v=-XGUVkOmPTA>

Split your story into 8 parts, how does it begin, climax and end?

World- What is the world of this game? How do you explore it? (you can use visuals such as **maps** and concept art if you wish)

Characters- watch this clip <https://www.youtube.com/watch?v=Zci-54NbeMo>

Protagonist and Antagonist bio- think of a stat card that you would see on a game how can you quickly explain these two characters easily think of their: **Purpose, Motive, Flaws and Beliefs**

You don't need to base the game on your Genre or Research from Task 1 if you don't wish to. You are encouraged to be visual with this task, grab pictures from the internet (with links) to help explain your world or draw concept art for characters, objects, weapons and rooms to help explain.

Ultimately you will be using this idea to create 3D assets from, the more you put into it the easier this will make the course.

Task 3 – Logo Design

Throughout your 2 year course, you will be working for a fictional games development company. All of your assignments will be written as if they are pieces of work you have been given as an employee. The name of the company is **Original Syn**.

To demonstrate your creativity and ideas generation, you need to come up with 3 logo designs for this company. It should reflect key qualities that the company wants to promote about itself – innovation, fun and originality. Your logo designs should be original i.e. not modified from ones found on the internet and somehow incorporate elements of the company name so it is instantly recognisable. It does not have to contain the name of the company but can do so if you wish. These initial designs can be sketches and less detailed versions than a finished logo would be.

Once you have come up with your 3 initial designs, annotate them to indicate how they fit aspects of the brief i.e. the key qualities, company name, why you have chosen specific colours etc.

Then choose your favourite to develop in more detail and to a more finished product.

Your logo design portfolio, including initial annotated ideas and more polished final product, will be submitted in your first week at college.

PART TWO - ADDITIONAL CONTENT

Read the information on the following links. It will give you a good understanding of some of the specific challenges in games design and the sorts of things you need to know when designing characters and levels. Make notes on what you read, to help you process and understand the information better. Also, it will help you revisit the information when you need to do during the course.

<https://gamedevelopment.tutsplus.com/tutorials/a-beginners-guide-to-designing-video-game-levels--cms-25662>

<https://www.gamedesigning.org/learn/level-design/>

https://www.gamasutra.com/blogs/DanTaylor/20130929/196791/Ten_Principles_of_Good_Level_Design_Part_1.php