

SG450 Game Development

Game Design Research

This assignment supports the following outcomes

Evaluate industry standard programming practices and the latest technologies used to create game design documents.

Assignment Overview

In this assignment, you will research the game design and documentation process and delineate some of the techniques used in the process.

Deliverables

Write a five-page paper covering the following:

Using articles, papers, or books; research and summarize some of the various techniques and tools used in generating game design documents. Provide your own opinion as well. Some points of discussion are:

Why are game design documents so important in a game software development project?

What are the most common techniques and tools used in generating game design documents (if there is one)?

Discuss advantages and disadvantages of specific techniques and tools.

Discuss and critique document formats.

Why are there no standards in generating game design documents?

Grading

The following grading rubrics will be used to evaluate your assignment. Your instructor will provide you with these rubrics along with this assignment handout.

Research Paper Content Rubric: 75% of assignment grade

Written Report grading Rubric: 25% of assignment grade

Library Resources

Evaluate some existing game design documents in the course textbook (Appendix A – pages 785 to 886).

There are several library resources which discuss software design documents and provide samples.

The websites www.gamedev.net, www.gamasutra.com, and www.flipcode.com contain various papers about game design documents.

SG450 Game Development Game Design Research - Content Rubric

Student Name _____ Date _____

Project: Game Design Research

Element	5	3-4	1-2	Score
Research and Summary of techniques used in generating Game Design Documents	Describes several techniques and provides specific details on how those techniques were applied.	Describes some techniques and provides some details on how those techniques were applied.	Describes only one or no techniques and provides little or no details on how the techniques were applied.	
Report assessing Game Design Documents	Describes in details the techniques used in some of the Game Design Documents described in the examined material.	Describes the techniques in some details but not enough to articulate the ideas/techniques described in the articles/paper.	Describes the techniques in general terms.	
Wrap up report with own opinion.	Describes the Game Design Documents techniques in an understandable and detailed manner, and explains how beneficial the techniques can be if applied correctly.	Describes the techniques in a general manner, and possibly explains how the techniques would be beneficial if apply correctly.	Does not explain the techniques well or how it would be used to generate Game Design Documents.	

Based on the above scoring grid, determine the student's grade percentage or grade number, then write the **grade number** below:

Grade Number for this paper: _____

Grade Number	Grade Percentage
5 – Excellent	90 – 100%
4 – Proficient	80 – 89%
3 – Adequate	70 – 79%
2 – Needs Improvement	60 – 69%
1 – Insufficient	59% and below

Comments to the Student:

SG450 Game Development Game Design Research – Written Report Rubric

Student Name _____ Date _____

Project: Game Design Research

Element	5	3-4	1-2	Score
Organization Exhibits Critical Thinking Skills	Author presents information in a logical, consistent, creative manner, which helps the reader follow and understand.	Author presents information in logical, consistent sequence, which the reader can understand	Reader cannot understand report because there is little sequence, logic, or consistency.	
Subject Knowledge Use of Research Information	Author demonstrates full knowledge of subject by providing relevant reasons and explanations of subject matter through research.	Author demonstrates knowledge of subject but fails to elaborate or support the subject matter through research.	Reader does not have grasp of the subject. No evidence given to support the subject or premise through research.	
Use of Visuals Aids	Author's diagram(s) explains and reinforces the concepts in the report. Reader can understand visual aid well enough to interpret the information. There is evidence of creativity.	Author's diagram supports the concepts in the report and reader can understand the visual aids clearly.	Reader cannot understand diagrams. They are messy or incomplete.	
Appropriate Use of Standard English	Paper has no misspellings, improper word usage, or grammatical errors.	Report has no more than two misspellings, improper word usage, and/or grammatical errors.	Report has four or more spelling errors and/or grammatical errors.	
Report	Report addresses all required topics completely within the recommended page length.	Report addresses many of the required topics.	Report addresses few of the required topics	
Report Format	Report format meets the following standards: Standard page margins: Top: 1" Gutter: 0"	Report format meets some of the following standards	Report format meets few of the following standards	

	Bottom: 1" Header: 0.5" Left: 1" Footer: 0.5" Right: 1" Gutter position: Left Line Spacing: Double Spaced Font: Arial 12		
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Based on the above scoring grid, determine the student's grade percentage or grade number, then write the **grade number** below:

Grade Number for this presentation: _____

Grade Number	Grade Percentage
5 – Excellent	90 – 100%
4 – Proficient	80 - 89%
3 – Adequate	70 – 79%
2 – Needs Improvement	60 – 69%
1 – Insufficient	59% and below

Comments to the Student: