

## **Original Work Assessment**

**Date:** January 3, 2017

**Topic:** Game Design Document

**Assessment:**

This project is one of the most difficult and time consuming processes I have ever done, and I enjoyed it greatly. I learned that writing a Game Design Document is a very long and arduous process, since you have to take into account every single detail that goes into the video game. As I was writing the document and practicing coding, I realized very quickly how much effort actually goes into a video game, large or small. It has grown my appreciation for the art of producing games, as I have always thought that it would be an easy process. I only worked on the Game Design Document, which is the first of many steps to developing a game, so I am looking forward to moving on to the next level and actually causing my game to become a reality.

While drafting and thinking about the Game Design Document, I had difficulty with not coming up with new ideas, but instead I struggled with choosing one idea to implement into my game. I can see why just the ideas phase alone takes a long time for video game companies; if I was having difficulty with selecting ideas to go with, imagine how arduous the process is with twenty or one hundred people, each with differing opinions on how the game should be made. Hence, the necessity of a Game Design Document is raised and is thus possibly the most important element to game design. It helps the creator stay on track with the original ideas for the game and not become entrapped in their own wishes for how the game should be made. Just writing the document is a challenge, in that I wanted to get started on actually making the game and not spend my time typing out a plan, but in the end, I believe it will serve me well that I have this now made.

The document was a very fun experience to make, however. It allowed me to use critical thinking skills and put my creativity to the test. I followed the synthesis track of Original Work production because I essentially was creating something completely new with my original ideas. It also required research to discover how to write a Game Design Document because unsurprisingly, it is not something I have learned in grade school. I have found the format to be very straightforward and should be easy to understand when being read. It needs to include enough information to convey to the reader what the designer's intent is, but not so specific so that the game can have flexibility in regards to the art, coding, and soundtrack. Writing the document therefore presented a unique challenge in that I need to state the big idea but not reflect on too specific of details, which is what I've found am quite good at.

I've always been able to see many different parts of something and piece it back into the whole picture, such as a jigsaw puzzle. Every puzzle piece represents every part, such as level design, characters, dialogue, game mechanics, and lighting, while the entire puzzle put together is the finished product, a video game. It is interesting to see how necessary every part of the video game is, even the tiniest details such as what sound a box should make when it hits a trampoline or if the music is slow or fast at a certain section, because without those, the game would feel as if it is lacking something. What is amazing about game design is that the designer has to take all of that into account to create a successful video game.