

Original Work Set Up and Completion Summary

Date: 1/2/2017

Time: 4:40 pm

Materials: Computer, Microsoft Word, Pen, Paper

Purpose:

The purpose is to produce an effective game design document for future game development to follow and reference to.

Description of Process:

The first step was to research how a game design document is formatted and what it typically contains in terms of video game contents. The next step was to find a medium to type out the game design document, and I chose Microsoft Word due to my familiarity with it and its ability to edit its contents more than Google Docs can. I then began with the thought process and this continued for many days as I daydreamed and imagined what the game will be like and what the characters will be. I wrote down my idea for the villain to be the protagonist down and then began writing the game design document over the course of multiple days to allow plenty of thinking in between each section. The last step was to refine my document and add a table of contents to allow the document to be used easier.

Utilization of Higher-Level Thinking Skills:

I took some influences from my enrollment in Digital Graphics and Animation to think more effectively on what the game needs to contain. Within DGA, I was taught how to form creative ideas and imagine what my game will be like so that it can be entertaining for the audience. I also drew knowledge from my English classes to effectively get my ideas across to the audience in terms of game design. With masterful knowledge of the English language and the ability to think creatively, I was able to type out an effective game design document.

Results:

The result is that designing a game is quite challenging, but in ways I did not know. Instead of a lack of thoughts and ideas, I had a plethora of possibilities my game could be, so deciding which specific part I wanted in my game was quite a challenge. I had to consider every little detail that goes into the game to make sure there are no loopholes or mistakes that could develop in making the game. It greatly tested my abilities and was a good practicing mechanism to engage my higher thinking skills. The conclusion I have come to from this original work is that I am ready to begin making games as a full career and receive more knowledge from college and my mentor. Game design is often laughed at and disregarded as a proper field of study, but this game design document is living proof that more is put into producing games than people think. I wish to develop my skills enough to make video game design the main part of my life in the future and dedicate my talents to producing games for all to enjoy.