

Year 3 to 6 student work plan

Team Name		Due date	
Team members			

Game Design Document				
What needs to be done		Who will lead this part	By when	Complete
PLANNING Game name	<ul style="list-style-type: none"> • Game name • Team roles 			<input type="checkbox"/>
PLANNING Game overview	<ul style="list-style-type: none"> • What is your game about? • What is this year's theme? • How does the name of your game tell people what the game will be about? 			<input type="checkbox"/>
DESIGNING Link to the theme	<ul style="list-style-type: none"> • What is the theme of this year's competition? • How did you link your game to this theme? 			<input type="checkbox"/>
DESIGNING Game details	<ul style="list-style-type: none"> • What are the goals or objectives of your game? • What does the player do in the game? 			<input type="checkbox"/>
DESIGNING Instructions	<ul style="list-style-type: none"> • How do you play your game? • How can the player move? • How does the player finish the game/level? 			<input type="checkbox"/>
DESIGNING Character & object interactions	<ul style="list-style-type: none"> • Are there things to look out for or collect? • Are there things that the player should avoid? • Pictures of characters and important objects 			<input type="checkbox"/>
DESIGNING Visual design	<ul style="list-style-type: none"> • How did you decide to theme the art for your game? • Is it all the same theme, or do the levels have different themes? • How did you make your sprites/backgrounds? 			<input type="checkbox"/>
DESIGNING Audio elements	<ul style="list-style-type: none"> • What are the important sounds in your game? • When do these sounds happen in the game? • How did you make your sounds and/or music? 			<input type="checkbox"/>

REFLECTING Testing	<ul style="list-style-type: none"> • Does your game work? • How many people outside your team tested your game? • What suggestions did your testers make after playing? 			<input type="checkbox"/>
REFLECTING	<ul style="list-style-type: none"> • What changes did you make after your game was tested? • What would you do differently next time? • What are you most proud of? 			<input type="checkbox"/>

Game Judging				
What needs to be done		Who will lead this part	By when	Complete
FUNCTIONALITY	Completion, playability and testing			<input type="checkbox"/>
VISUAL DESIGN	How does the visual design impact user experience?			<input type="checkbox"/>
AUDIO ELEMENTS	How do the audio elements impact user experience?			<input type="checkbox"/>
GAMEPLAY (Ludology)	Events, actions, rules and choices within the game			<input type="checkbox"/>
TECHNICAL COMPETENCY	Programming, coding and design			<input type="checkbox"/>
ENGAGEMENT	Is it fun to play? Is there enough to do to keep you interested?			<input type="checkbox"/>
REPRESENTATION OF THEME	Can the theme be identified in the game			<input type="checkbox"/>

