

## Year 3 to 6 student work plan

<b>Team Name</b>		<b>Due date</b>	
<b>Team members</b>			

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

<b>REFLECTING</b> Testing	<ul style="list-style-type: none"> <li>• Does your game work?</li> <li>• How many people outside your team tested your game?</li> <li>• What suggestions did your testers make after playing?</li> </ul>			<input type="checkbox"/>
<b>REFLECTING</b>	<ul style="list-style-type: none"> <li>• What changes did you make after your game was tested?</li> <li>• What would you do differently next time?</li> <li>• What are you most proud of? Don't forget your screen recording!</li> </ul>			<input type="checkbox"/>

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

