

Team Name		Due date	
Team members			

Secondary student work plan

Game Design Document				
What needs to be done		Who will lead this part	By when	Complete
PLANNING Organisation	Plan for managing time, workflow, responsibilities and meeting submission guidelines. <ul style="list-style-type: none"> • Explanation of responsibilities and submission guidelines • Explanations of workflow • Dates/times provided for significant activities on timeline 			<input type="checkbox"/>
PLANNING Inspiration and points of originality	Describes inspiration for game. <ul style="list-style-type: none"> • Explanation of inspiration and points of originality 			<input type="checkbox"/>
PLANNING Technical requirements	Justification of technical requirement including choice of platform, development environment and system requirements. Outlines plan for learning new skills to fulfill technical requirements. <ul style="list-style-type: none"> • Explanation of development environment and system requirements • Explanation of resourcing/capability 			<input type="checkbox"/>
DESIGNING Game Overview	Description of the game including justification of game title, characters and game environments. <ul style="list-style-type: none"> • Explanation of development environment and system requirements • Explanation of resourcing/capability 			<input type="checkbox"/>
DESIGNING Consideration of theme	Links to this year's theme. <ul style="list-style-type: none"> • Explanation of this year's theme • Explanation of theme link to game 			<input type="checkbox"/>
DESIGNING Gameplay/Mechanics	Discussion of the goals and objectives of the game including player perspective and controls. Discussion of inspiration for game development and points of originality. <ul style="list-style-type: none"> • Explanation of objectives/goals • Explanation of perspective • Explanation of controls and instructions/ tutorials 			<input type="checkbox"/>
DESIGNING Visual and Audio Design	Link between visual and audio design and how they connect with the theme including production process. <ul style="list-style-type: none"> • Does your game work? • How many people tested your game? • Screenshots or examples of your tester's feedback 			<input type="checkbox"/>
REFLECTING Testing and fixing	Discussion of testing and fixing game. <ul style="list-style-type: none"> • Explanation of testing • Explanation of fixing • Explanation of project execution 			<input type="checkbox"/>

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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"/>

