

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

## Secondary student work plan

Game Design Document				
What needs to be done		Who will lead this part	By when	Complete
<b>PLANNING</b> Organisation	Plan for managing time, workflow, responsibilities and meeting submission guidelines. • Explanation of responsibilities and submission guidelines • Explanations of workflow • Dates/times provided for significant activities on timeline including screen recording			<input type="checkbox"/>
<b>PLANNING</b> Inspiration and points of originality	Describes inspiration for game. • Explanation of inspiration and points of originality			<input type="checkbox"/>
<b>PLANNING</b> 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. • Explanation of development environment and system requirements • Explanation of resourcing/capability			<input type="checkbox"/>
<b>DESIGNING</b> Game Overview	Description of the game including justification of game title, characters and game environments. • Explanation of development environment and system requirements • Explanation of resourcing/capability			<input type="checkbox"/>
<b>DESIGNING</b> Consideration of theme	Links to this year's theme. • Explanation of this year's theme • Explanation of theme link to game			<input type="checkbox"/>
<b>DESIGNING</b> 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. • Explanation of objectives/goals • Explanation of perspective • Explanation of controls and instructions/ tutorials			<input type="checkbox"/>
<b>DESIGNING</b> Visual and Audio Design	Link between visual and audio design and how they connect with the theme including production process. • Does your game work? • How many people tested your game? • Screenshots or examples of your tester's feedback			<input type="checkbox"/>
<b>REFLECTING</b> Testing and fixing	Discussion of testing and fixing game. • 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, source code files 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"/>

