Keith's GD document template

Your name, student number
Course code, Lecturer Title. Lecturer Initial, Surname

Abstract—Summarize the entire document without any reference to specific bibliographies, images or tables only semi substantiated and focus on the intro, process and then conclusion. This should give enough information that the reader doesn't encounter anything surprising within the document but should NOT give any kind of information about the flow of the document which is left to the introduction. The abstract should be almost exactly this long.

I. INTRODUCTION

THE introduction sets the scene for the rest of the document, building a context that allows you to continue without redressing the paradigm multiple times. One you've done that, write the rest of the document and come back here later to outline the way in which the document is formatted. Example: "Sections 2 discusses the original design goals, section 3 will introduce the implementation of the goals" etc.

Put the date OF WRITING in here in the format: June 02, 2018

II. DESIGN

Explain what you are designing because at this point the reader doesn't know what you're talking about yet. Explain what you're making and how you intend to achieve it. Under every section heading you MUST say what subsections are contained within it, think of it as a baby introduction. Write the subheadings first tho.

A. Inspirations

B. Goals

C. Software Design

Use a flow diagram to explain how you intend for your design to be implemented programatically 1. This goes before aesthetic because your design (while you must substantiate it to yourself) need not be fully substantiated in this document while your aesthetic decisions must be substantiated. In this section you'll need to explain the overarching design, not small details which come later.

D. Aesthetic

If your game is Aesthetic heavy, then make this into an entirely new section. Aesthetic is visual, auditory and sensory but not narrative. Narrative goes into the DESIGN section above.
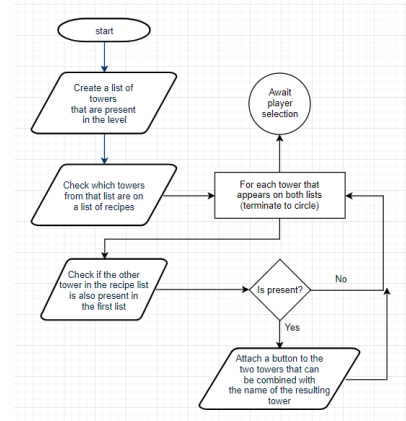

Fig. 1. Tower combination algorithm

III. MECHANICS

Explain the main mechanics here and how you intend to express them in the game as well as any challenges. Order them in order of importance but also be aware that some depend on other mechanics. For example, don't discuss level design before you explain that you're making a platformer with gravity controlled movement.

A. Rounds

If you have something that needs to be broken up into parts, then you can break it up into subsubsections. If you do this, then the subsection acts as an introduction and contains minimal information except to introduce the concept that the subsubs will explain.

Phase 1:
Phase 2:
Phase 3:

B. New mechanic name

C. Level design

The level design subsection is a safe way to introduce images of the game to show off your assets and any kind of metrics that you're setting up. Clearly define the challenges that you'll give the player, the emergent mechanics and how you intend to avoid game breaking

IV. DEVELOPMENT

Here you divide the mechanics that you mentioned above and explain how they will be developed.

V. Pipeline

Explain how the subs from DEVELOPMENT will be integrated, not how you'll code them but how you'll tie them in and the order in which you'll do them.

VI. Asset Development

Same as pipeline but for assets and how you'll tie the game together with your aesthetic.

VII. Analysis

Be critical of your work and what you could have done differently and what you will be doing differently. You can include other things here like external issues such as group communication or roles.

VIII. Conclusion

Think of this as a much more substantive abstract. Tie your previous points together. "The careful design of the aesthetic connects the player to the environment and it is implemented in such a way as to enhance the mechanic." A statement like this can only be made if you have shown that you carefully designed the aesthetic and that it somehow connected the player to the environment (a point which would have had to be substantiated earlier and not in the conclusion) and then you would have had to have mentioned how it is that your implementation contributed to the mechanic which similarly to the earlier point must be substantiated within the document but not here. You also should not reference any images, bib items or arbitrary points that were not conclusive. Don't make throwaway comments here, anything mentioned must be something that you already concluded earlier in the document.

You should also learn how to do references and use literature to substantiate decisions as well as literature that challenges your decisions.