PROJECT
GAMEPLAY ELEMENTS

LENGTH/FORMAT: 5-page document containing headers and 1 paragraph (on average) discussions for each section.

CONTENT: The following sections should be covered, and all should be related to your original game idea:

- **Challenges**: Gameplay incorporates challenges or obstacles that are faced by players throughout the game. Players respond to these challenges by utilizing strategies, often represented by actions and player choices. Discuss 3 types of challenges and obstacles that a player character might face during the game. Some examples might be running out of gas, being locked in a strange room, hanging from a cliff, lack of food or money. Be as specific about these challenges, and tie each of them to your particular storyline. (Think of them as plot points.) Challenges such as "boss fight" or "locked door" are too general.

- **Strategies**: For each of the 3 challenges, discuss 3 strategies that players may use to overcome that challenge. These strategies should tie in with different story paths the player might take in the game—and they should also be as detailed as possible.

- **Platform**: What is your primary platform, and why? Is there a secondary platform?

- **Target rating**: Indicate what the expected ESRB rating for your game will be, and why.

- **Level structure**: Discuss how you will structure your levels. How many levels will you have in your game? What theme will each level have? How will the levels relate to one another? How will you set up the difficulty progression within each level? How will your levels relate to your story and gameplay elements?

- **Environmental design**: What will your interior and exterior environments look like? Provide samples of one interior and exterior environment.

- **Interface design**: How will players control the game and access information? Provide one physical and two visual (active and passive) interface designs for your game.

- **Artificial intelligence**: How will you structure your game's artificial intelligence? How will your NPCs interact with your player characters?

- **Audio**: How will you incorporate audio? Discuss music, sound effects and dialogue.

- **Target market**: What is the portion of the game-playing audience that will be most likely to play your game? Describe the market in terms of geographics, demographics and/or psychographics – rather than genre. "RPG players would love my game because it's an RPG" won't work, since you're not describing your market. What you need to define in this case is *who* are the RPG player? What are their characteristics?

- **Competitive analysis**: Choose 3 game titles currently on the market that could be considered competitors of your game. Describe each of these titles (1 paragraph per title), and discuss why your game can attract the same audience and establish a competitive edge over the other titles.

- **Concept art**: Choose one character, environment, and object that you will be utilizing in your game. Provide analog or digital concept art of each. (For the character and object, make sure you include front, back and side views – *and* an action shot.) The environment could be a map of a particular level in the game or a closer view of a particular "scene" in the game (interior or exterior).

- **Feature summary**: List 5 features of your game that make it different from other games currently on the market.

[**NOTE TO INSTRUCTOR:** Online students may post 1,000-word descriptions. Any section other than "Challenges" and "Strategies" may be assigned to any part of the project at instructor's discretion. Reference: Part II (Chapters 5-9) – with emphasis on Chapter 6 – of *Game Development Essentials: An Introduction (4th Edition)*.]