BTEC Digital Games Production IT transition project

For BTEC Games we follow the **Pearson BTEC National in Creative Digital Media** and will study the following units:

Digital Media Skills	3D Modelling
Digital Games Production	3D Environments
Games Testing	

https://qualifications.pearson.com/en/qualifications/btec-nationals/creative-digital-media-production-2016.html

Your task is to write a 1-2 page report describing the core gameplay elements of a game genre of your choice. You must then choose a game in that genre and analyse how effectively your game employs the gameplay elements.

Once you've got a good idea of how existing games fit together, it's up to you to design one of your own.

The project is set up to become more challenging as you work through each task. We'd like you to bring your project to enrolment in August, but if you'd like to get in touch about the project, get some feedback or find out more about the course, please email Mike Watts at mwa@woking.ac.uk

Task 1 (1 hour):

The genres you can choose from are listed below. Do not combine any genres at this time (such as Action/RPG) but you may use sub-genres (for example a shooter is a sub-genre of Action).

- Action
- Adventure
- Role Playing Game
- Simulation
- Strategy
- Puzzle
- Sport

Content:

Your report should contain:

1) A title
2) An introduction
3) An explanation of the core-gameplay elements of your chosen genre
4) A description of your chosen game
5) A critical analysis of how effective your game is in employing the characteristics of its genre
6) An evaluation of how successful the game appeals to different target markets
7) A conclusion

You MUST acknowledge any **secondary sources** of information in your Footnote and as in your Bibliography in the appendix:

✓ Books, magazines, newspapers, online info, etc.

Task 2 (1 hour):

Write a 1 paragraph "Elevator Pitch" for a new game based on the genre you looked at in Task 1. You should focus on what makes your idea different from other existing games in the same genre.

Task 3 (1 – 1.5 hours):

For this task you need to design the main character for your game idea.

Before you set out, consider what art style you want to use. Do some research and look at some different styles, for example:

> Pixel Art
> Vector Art
> 2D Cel Shaded
> 3D Low-poly
> 3D Rendered

Once you've decided on a style you can sketch out some ideas. Think about different poses / animation frames that you might need. Even a simple 2D platform game character needs different poses for running, jumping, falling & power-ups. Use whatever tools you're most comfortable with – even pencil & paper is fine!

Task 4 (2 - 3 hours):

Next it's time to think about level design – again, consider the art style you're using and put together some ideas for how the first level of your game will look. Most first levels introduce the player to the main skills they will need to play the game – running, jumping, hiding, etc. Think about how the player might learn and practice each of these skills over the course of the first level. Draw a top-level map of where each feature is, as well as examples of scenery and backgrounds.

Task 5 (1 hour):

Finally, you need to think about how you will market your new game. In the old days this meant an eye-catching box! Design packaging for a physical copy of your game.

Think about the key features of the gameplay and visuals. How will you convey those from the shelf in a branch of Game?