

Game Design Challenge: Sports Game

Many game developers are not big sports fans, but many game players are huge fans of sports and enjoy games based on these sports. You've been asked to create a sports game. Keep in mind that sports involve competition, and this needs to be a major component of the game. You choose the sport for your game, but make sure it is accepted by Coach Payne prior to development!

Components Required:
Internet for Research

Deliverable:

Concept Doc for a digital sports game (Due Monday, April 11, 2011)

Design Doc (due Friday, April 15, 2011)

A playable sports game (Due Friday, April 15, 2011)

Suggested Process:

1. Research the rules for sports games. These may be found online.
2. Find the core. Choose a sport that is unusual, involves competition, and for which rules are easily accessible.
3. Create deliverable.

Concept Doc:

Follow the following format. This is due on Monday, April 11.

1. Title
2. Genre
3. Version (1.0 – Preliminary Proposal)
4. Platform (PC)
5. The Big Idea (Brief Description of Play)
6. Play Mechanic
7. Target Audience
8. Concept
 - a. What is the story?
 - b. Who are the characters?
 - c. Where are the locations (and worlds)
 - d. Scope and scale
 - i. Levels
 - ii. Story-telling strategy
 - iii. Resource budget (art, work/person, division of labor)
9. Game Summary (EXACTLY what will be done and how), including a storyboard.
10. MDA sheet
11. Sources
 - a. Games observed, with a note as to how helpful they were, concepts gained, etc., and URLs.
 - b. Other resources, such as textbooks, other online research, etc.