

## **CONCEPT DEVELOPMENT - THE CONCEPT DOCUMENT**

Your concept document must at least **one full page in length, with double spacing**. Use a readable font such as *Arial, Calibri, Times New Roman*, etc. This is an **expository** writing assignment, so be sure to show as much detail that is required to explain the game concept. Use your **BRAINSTORMING DOCUMENT** as a guide.

**Your concept document should include the following descriptive elements:**

- Give the game a name.
- Identify the **objective** of the game. What is each player or character supposed to do?
- Explain the **mood** and **setting**.
- Include a detailed description of how the **gameplay**, including number of players. Include an example of a **strategy**.
- What are the **controls** and (keyboard or mouse) for each player?
- Describe motions and **actions** of player controlled sprites and objects.
- Explain the **scoring** and **levels** (if more than one) how rewards and penalties will work.
- Describe the details of art, **graphic assets**, including backgrounds and animated strips.
- Describe the **audio assets** for sound effects and music.

**NOTE:** Assets for this project are available in an *assets folder* on your desktop. At least one graphic asset must be created by you. Any other assets from other sources, such as the websites) must be **permissible**. You will have to demonstrate this in documentation at end of project.