**GAME DESIGN:** Download this document to your computer. Write complete sentences explaining “YOUR DESIGN PROCESS” in boxes on the right while following the dirctions under “DESIGN PROCESS” on the left. **Submit this as assignment for the Final Game Design Project (50 pts)**. Your sketches will be checked separately.

**DESIGN STEP 1 – DEFINE THE PROBLEM**

In the box to the right, write a brief explanation that clearly identifies the problem, design criteria, and constraints.

**DESIGN STEP 1 – DEFINE THE PROBLEM**

**DESIGN STEP 2 – BRAINSTORM & RESEARCH**

Consider how you might use the assets provided, and those you create in a computer game. In the box to the right, list some things that you believe would make your solution awesome. Explain what your team discussed. What did you do for research (websites, books, etc,)?

**DESIGN STEP 3 – DEVELOP SOLUTION**

Write descriptions of your best ideas/concepts (what do you want your game to be? Explain the basic object of your game and how it is played. The rest of the details for **DESIGN STEP 3** will be in the concept document and storyboard.

**DESIGN STEP 4 – PRODUCE & TEST DESIGN**

What did asset did you design and how did you make it? List some Game Maker events and actions you used in your programming. Explain how you tested the solution to see if it meets the problem, criteria, and constraints.

**DESIGN STEP 5 – EVALUATE THE SOLUTION** Does your solution solve meet the problem statement, criteria, and constraints? Does it meet your expectations from the concept development? If **YES** explain why. If **NO** explain what you must do to debug it.

**DESIGN STEP 6 – SHOW/PRESENT SOLUTION**

If your prototype solution is awesome, people may be interested in buying it from you. If you were going to try to sell your idea to a game development company, how would you present your prototype?

**NOTE: UPLOAD YOUR PROTOTYPE TO EDMODO**

**DESIGN STEP 2 – BRAINSTORM & RESEARCH**

**DESIGN STEP 3 – DEVELOP SOLUTION**

**DESIGN STEP 4 – PRODUCE & TEST DESIGN**

**DESIGN STEP 5 – EVALUATE THE SOLUTION**

**DESIGN STEP 6 – SHOW/PRESENT SOLUTION**

**DESIGN PROCESS**

**YOUR DESIGN PROCESS**

DESIGNER’S NAME:

**DESIGN STEP 6 – SHOW/PRESENT SOLUTION**: This step is crucial for sharing your ideas and getting feedback from others about your design solution. The information you get from the feedback is often used to improve your design solution. After you show (present) your avatar solution, you will be required to look at two other avatars from students through their canvas pages. You will then comment on at least two avatars suggesting new ideas or changes for their designs in a discussion post on Edmodo.

**SHOW YOUR GRAPHIC ASSETS SOLUTIONS:** Copy and paste at least one of your **original graphic assets** into the boxes below. An additional box is provided if your graphic asset is a background.

**GRAPHIC ASSET FOR OBJECT.**

**GRAPHIC ASSET FOR OBJECT.**

**GRAPHIC ASSET FOR OBJECT.**

**GRAPHIC ASSET FOR OBJECT FOR BACKGROUND.**

**AFTER COMPLETING THIS ACTIVITY, BE SURE TO DO THE FOLLOWING:**

* SUBMIT THIS DOCUMENT AS AN ASSIGNMENT FOR GAME DESIGN CHALLENGE.
* FOLLOW THE PROCEDURE POSTED ON THE ASSIGNMENT PAGE FOR UPLOADING YOUR COMPLETED GAME. UPLOAD THE DESIGN THAT YOU CHECKED IN THE BOXES ABOVE.