

# Gamemaker Game Design 2008

Name: \_\_\_\_\_

**Working Title (must match filename):** \_\_\_\_\_

*Complete the following Game Start Planner to help track the design of your game. The first level you create is going to be assessed by your peers so you can receive some feedback.*

## **Determine Game Goals**

Within the game, what goals should be accomplished? eg High Score, Last longest, Reach the final point

How does the player advance to the next level, acquire new skills, or improve in the game?

What challenges will the player face when trying to accomplish these goals? eg Who are the 'bad guys' and what can they do to the 'hero'?

## **Balance**

How are you going to ensure a gentle start for your player that is not too easy but not too hard?

## **Flow**

How do the challenges become more difficult as the game progresses?

**Immersion**

**How are you going to provide immersion for your player?** Draw the look of the sprites you intend to use.

"Hero"	"Villain(s)"	"Bullets", rewards, targets	Walls, other solid objects
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Room – Complete a design layout sheet for the first level room of your game (ie the easiest level).

Describe what your background will look like:

Background music/sounds (You must have **some** sound effects linked to certain events eg explosion when a bullet strikes, ta-da when you reach the target, ping on picking up a reward, applause when goal is reached)

**Instructions**

**You MUST put the instructions for your game into the Game Information box so that all players can access this by pressing F1.** List below the instructions you are going to include. Also indicate if you are planning to use pop-up messages at any time during play.

Name: \_\_\_\_\_

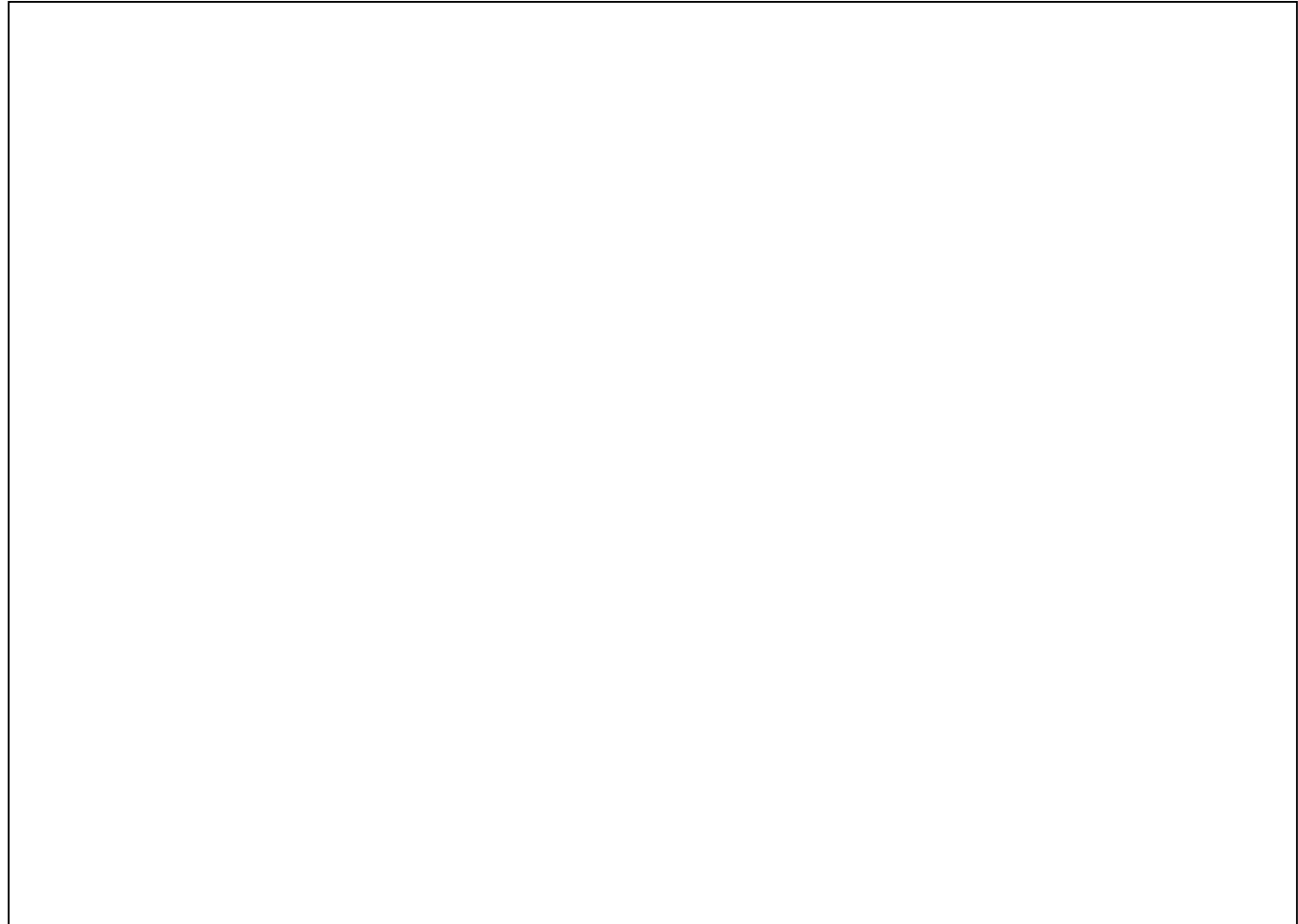
Indicate solid objects (eg walls), starting positions of moving objects, exits etc.

Room Width (x) \_\_\_\_\_

Room Height (y) \_\_\_\_\_

Grid Size (Snap)

\_\_\_\_\_ x \_\_\_\_\_



Use arrows to indicate the direction in which each of the moving objects will be able to move. Circle in red the items controlled by the player.