

ASSIGNMENT II-2

HIGH-LEVEL DESIGN OF YOUR GAME

In this assignment, you will be tasked with conceptualizing a survival game based on the level and basic gameplay you have created in the previous assignments. The game should have a playtime of 2-4 hours and be designed as a proof-of-concept prototype.

Requirements

- Use the level and basic gameplay you created in Assignment I and II as a foundation for your game.
- Conceptualize a short survival game with a playtime of 2-4 hours.
- Create a **High-Level Game Design Pitch Presentation consisting of 3-6 slides** that summarizes your game.
- Create a **30-second video** playthrough/flythrough as the game teaser.
- **Create a High-Level Design Document (HLDD)** that includes the following sections. Details on what should be included in each section of the HLDD can be found in last week's course recording.

High Concept	Gameplay	Basics	Aesthetics and Mood	Marketing
Game Summary	Core Mechanic	World	Color	Unique aspects
Features	Core Loop	Characters	Materials	Intended audience
Player Motivation	Game Progression	Camera	Lighting	Prior research summary
Design Highlights	Goals	Controls & Interactions	Perspective	Pitch
	Meta-Game		Audio	
	Influences			

Deliverables

- High-Level Game Design Pitch Presentation
- 30-second video playthrough/flythrough
- Preliminary draft of High-Level Design Document (HLDD) / *The final version of the HLDD is to be submitted on 2023-03-30*

Deadline

2023-03-23 09:30

If you have any questions, do not hesitate to contact us on [Discord](#).

Good luck and have fun!