**VIDEO GAME DESIGN RULES & CHECKLIST**

**Choose one of the following options:**

1. **Written Video Game Design Document:** Applicants may submit their Project in the form of a written design document that provides a clear description of the game. The description must be typed and a minimum of 500 words and a maximum of 1500 words total. The description must include:
   1. An overall vision for the game
   2. The target audience
   3. Genre
   4. Core Gameplay
   5. Visual Style
   6. Characters
   7. Storyline
   8. Hand-drawn or computer-generated images (optional)
2. **Playable Game - Free Platform:** Applicants may submit their project in the form of a playable prototype made using Game Maker, Scratch, Kodu, or Gamestar Mechanic. The applicant may use only the features available in the free tier of these programs or features that are made available specifically for use in the Video Game Challenge as specified on the Site. Each Applicant that submits a Free Platform Prototype may also submit a written description of the overall vision and design goals for the game. The description must be typed and a minimum of 250 words to a maximum of 500 words in total.

**VIDEO GAME DESIGN DEADLINES:**

**Written Video Game Design**

*If you are not meeting deadlines where you have shown progress to your club sponsors you may be kindly asked to no longer attend.*

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| --- | --- | --- | --- |
| **Deadline Date** | **Objective** | **Date Actually**  **Accomplished** | **Sponsor Signature** |
| 10.7.14 | 1. Flash Drive or Folder on Google Drive- shared with teammates, List of Brainstorming Ideas for Game Type and Purpose, Story Concept and Characters, Visual Style options |  |  |
| 11.18.14 | 1. Complete Game Design Document 1 Rough Draft: Overall Vision, Target Audience, Genre, Visual Style, Characters, Story Concept |  |  |
| 12.2.14 | 1. Game Design Storyline Outline |  |  |
| 12.16.14 | 1. Game Design Storyline Rough Draft |  |  |
| 1.13.15 | 1. Complete Game Design Document 2nd Draft: Update the following- Overall Vision, Target Audience, Genre, Visual Style, Characters, Story Concept |  |  |
| 2.17.15 | 1. Game Design Storyline 2nd Draft |  |  |
| 3.10.15 | 1. Create images to show game design- computer or hand drawn, complete storyboard images |  |  |
| 4.7.15 | 1. Project Due: Complete Game Design Document; Final, Complete Storyline Final |  |  |

**Save your work after each meeting. Save a copy to every team members folder or flash drive.**