G a m e s   D e s i g n

-Year 11-
Pre-work

Student name:

What the aims are	How long the pre-work will take
To introduce you to some core learning and thinking in Games Design that you will cover during the course	3 hours or more
How the work will be assessed	**What you should do if you find it difficult**
You will be asked to produce and discuss your answers in your first week's Games Design lessons. Work will be taken in and monitored. A mark out of 60 will be given for this work sheet. 50 would be excellent, 40 a pass and anything lower would require further study tasks to be given in the second week back and a discussion with your teacher.	Firstly, attempt all of this worksheet. If parts of it are challenging you can seek help online. Learners learn in many different ways, and it's always helpful to visit the same material and experience it in a different way. This will give you a new perspective on the same material, which will give you a better insight into the foundation of what it is about.

Games Design

One thing that has been proven time and time again is that Games are the future. *The Matrix* is going happen at some stage, and it seems Games Designers are the ones taking us there. Games have had a relatively short history compared to other art mediums, but their share across the world has grown seemingly exponentially. This is one industry that isn't going away anytime soon, and game worlds are now being explored for other industries apart from entertainment; virtual offices, training, communications, etc.

If you want to be part of the future you can start here.

One thing to note about the Games Industry is that, like many others, it is built on ever changing and improving technology. What you will learn on this course will only prepare you for the programs and software you will use in the future, as these will inevitably change and improve over time. People play games on differing technology to older generations, and experience games in a very different way. As computer and consoles improve with their technology, so does their architecture, and thus their Game Engines.

Mapping Games from how they start to the gameplay

Booting up a game and navigating the menus to get to the gameplay has always been an integral part of setting the mood for the game, but also necessary for either getting straight into the game, or perhaps to the options menu to set the graphics first.

Your task

Choose four games that you play outside of college. Give a brief outline as to what happens at each stage of the game before the actual gameplay on a level starts. There is generally such a huge amount going on at each stage in professionally released games that you cannot possibly detail everything in this worksheet. These could include sound, music, graphics, textures loading in, and all of the menu options. You can also give a brief description as to what is going on. If you don't have the game you can stream some gameplay off Youtube, or Twitch.

Suggestions	PC	Playstation	Xbox	Nintendo
Shooter	Rainbow Six Siege	Killzone	Destiny	Splatoon
Puzzle Platform	Inside	Crash Bandicoot	Braid	Mario Bros
Racing	Project Cars	Gran Tourismo	Forza	Mario Kart
Fighter	Street Fighter	Soul Calibre	Mortal Kombat	Super Smash
RTS	Star Craft	Tooth & Tail	Halo Wars	Northgard
Skating	Session	Tony Hawks	Skate	Skater XL

An example using 'Apex Legends' has been given for you. The above are just suggestions, so use any game you want.

Task – Mapping Game Structure

	Apex Legends			
Game Engine or Console Screen	EA logo flashes at the beginning on a yellow background			
Developer Screen *(and technologies)*	Respawn logo flashes straight after			
Game Title Screen	'Mouse click' to continue. Artwork depends on the season, but it is 2D billboard of latest Apex legend			
Menu	Left mouse clicked = Apex legend stands in the centre. 'Ready' takes the player to the game. Music becomes intense.			
Screen 1	'Ready' clicked = Loading screen of camera in level with counter of number of players updating until 60 is reached			
Screen 2	'Character select' = Apex logos go past, each character of the team is selected highlighting personality and character traits			
Screen 3	'Champion screens' Information about the champion and your team is displayed with a final Apex logo before the drop.			
			Total (20)	

Task – Mapping Game Structure

Game Engine Research

Choose a game from your choices above. What do you particularly enjoy about this game?

Name of Game	

Reasons why you particularly enjoy the game

	Total (10)	

Game Engine Research

Game Engine Research

At Varndean College you will be using industry standard game engines to create games. Lots of the course is taught using the Game Engine Unity, which is a great Game Engine to learn the disciplines of game design. Unlike many other game engines Unity is component based, which means you can add anything you like into it, and you can create your own tools to use within Unity. This means it is extremely flexible for what you want to create with your games.

Your task

Using online research methods and sources, you must find five games that use each of the following game engines. You have been given an example for each one to get you started.

Unreal	Unity	Cry Engine	Frostbite	Gamemaker
Unreal Tournament	Firewatch	Crysis	Battlefield	Hotline Miami
			Total (20)	

Development Considerations for Console or PC

There have been some large revolutions and evolutions in both PC and console, so whether to make your games for console or PC presents many challenges that are completely different, but what are the challenges in making these decisions?

In this task we are going to look at two specific cases; the PS5 and the PC. Apart from the potential audiences for the platforms there are lots of technical specifications to check out.

PS5 advantages over PC	PC advantages over PS5
Hardware is set in stone and doesn't vary	Variety of hardware for different price points
Exclusives can be made	Backward compatibility
Cost is the same as a mid-level graphics card	Variety of controllers
Custom SSD specifically made for games	Larger variety of games

Your task

You have been approached by a publisher and they want you to develop a game of your choosing for either the PC or the PS5. Which one do you choose and for what reasons?

Name of Game	

PC or PS5	

Reasons why either PC/PS5 would work better for your game

	Total (10)	
	Grand Total (60)	