VIDEO GAME
DESIGN & TESTING DOCUMENT

Working Title: _____
This title can change later

COMPLETE BEFORE YOU BEGIN DEVELOPING

GAME GENRE: _____
What kind of game is this? A puzzle game, RPG, adventure, fighting, sports, platform game, etc…

SIMILAR GAMES:_____
Other games like yours. Choose successful, recent, and well known games.

GAME SUMMARY:
Tell the story of the game. Include characters, locations, tasks etc. that the player will encounter as they progress through the game. What will the game experience be like for the player?

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UNIQUE SELLING POINTS:
Highlight cool and unique features. This is what will make your game interesting.

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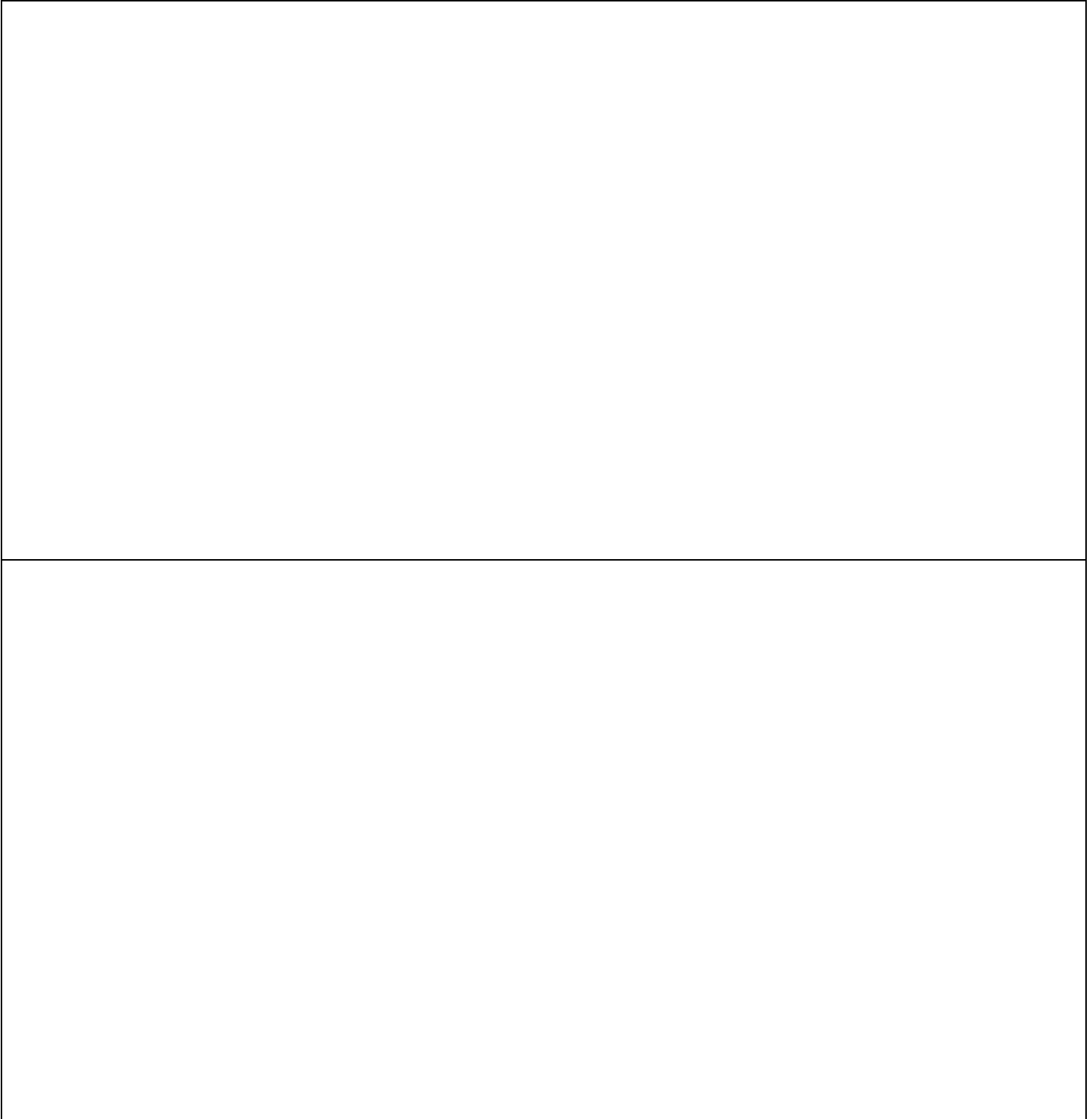## SAMPLE SCREENS:

Draw 2 sample levels or examples of what the player might see when the play the game. Can be basic, but needs to be detailed enough for another person to understand what is going on.

COMPLETE AS YOU ARE TESTING YOUR GAME PROTOTYPE

Testing is critical to improving your game. Testers should provide specific, constructive feedback. "It wasn't fun," is not enough. "The boss level was too easy. Consider adding a timer," is an example of specific, constructive feedback.

You must test four (4) games minimum and a suggestion for each.

FEEDBACK	PERSON TESTING:

Final Assignment

After learning how to use Kodu and working through a number of tutorials and exercises to further develop your skills, you will now create your own game from scratch.

You will be graded according to the attached rubric.

To get an A, your game will:
1. Have at least three (3) characters with programming on each.
2. At least two (2) characters should use pages in their code.
3. Have a description shown at the beginning of the game that explains the story of the game as well as the controls
4. Have two scores. Consider using score in a unique way
5. Have complete project and testing documentation
6. Have 4 or more testers
7. Be fun.

Please attach your Game Design & Testing Document, at least one screenshot, as well as your code to this rubric.

KODU FINAL PROJECT RUBRIC

Objects	3 points	2 points	1 point
Characters	3+ characters	2 characters (ex: Kodu and Cycle)	1 character (ex: Kodu)
Programming Objects	Programming on 3+ characters	Programming on only 2 characters	Only programming on 1 character
Use of Pages	Pages used on 2+ characters	Pages used on only one character	Pages not used on any characters
Description	Game and control keys were explained at beginning		No idea what to do when game starts
Score	Two scores used	One simple score	No score
Documentation	Documentation was complete	Documentation was mostly complete	Documentation missing or mostly incomplete
Testing	4 or more testers	1-3 testers	No testing done
Gameplay	AWESOME game!	Some thought went into this game	Game was very basic

Add up your points and check the chart below to calculate your grade.

24 Points = 100%

23 Points = 96%   19 Points = 79%
22 Points = 92%   18 Points = 75%
                                        17 Points = 71%

21 Points = 88%
20 Points = 84%

Total Points _____

Your Grade _____