

Project proposal

Heading: Game concept for Downloadable games

Type: 1. Design Project “Out of the Blue”

Student: Johan Lövdahl

Description:

This project will focus on downloadable games such as those you can find on Xbox Live Arcade and Playstation network. The decision to focus on smaller games is that those are easier to sell in to companies and because I think it’s an interesting “genre” where it is possible to try new ideas where small companies have a chance to get noticed.

The end result of this project will be a design document on one game idea for a downloadable game that could be found on Playstation Network or Xbox Live Arcade.

The first goal is to come up with one hundred game concepts and I am going to try different idea creation techniques from the book Game Design Workshop (1-57820-222-1).

Then I will take out the 20 best ideas and write short descriptions on them and after that I’m going to pick the 10 best ideas and make presentations on them. After that, I’ll pick the five ideas that sounds the most interesting and I’ll do some research around them. Then the two or three ideas that sounds best I’m going to make prototypes of and then the idea that gets the funniest idea is the one I’ll make Design Document on.

Literature:

Game Design Workshop Designing, Prototyping and Playtesting Games

Tracy Fullerton, Christopher Swain and Steven Hoffman

2004, CMP Books, ISBN: 1-57820-222-1

Chapter 6 Conceptualization, Chapter 7 Prototyping, Chapter 8 Playtesting

Possible web-sources:

<http://www.gamasutra.com> different articles but I’ll post them when I’ve read them.