

# Video Games

## CREATIVE BRIEF

### **Brief Setter:**

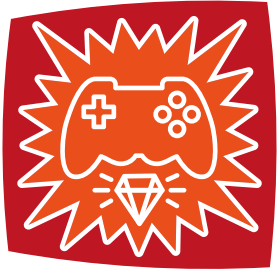
**Edalia Day**

Theatre maker, animator, and spoken word artist

When I was a teenager I used to make point-and-click adventure games and 3D animation for fun. I became an actor professionally, but carried on animating and making games in my spare time.

10 years later I started producing my own theatre productions and experimenting with incorporating animation and video game elements into these shows. Now I write, direct and perform in my own theatre productions and make interactive animations. These animations are projected around me whilst I perform, operated using video game controllers. I use all of these skills freelancing for other companies as well.

My current shows are *Super Hamlet 64*, about videogames and *Shakespeare, Too Pretty to Punch*, about transphobia in the media, and *Spectacular Spacebots*, about an autistic robot who goes on space adventures.



# Video Games Creative Brief

## Brief Title:

## Design your own videogame

You will design your own video game, focusing on creating interesting gameplay mechanics. Your focus will be on producing a videogame that satisfies the player, whilst fleshing out the characters, story, music and experience. No programming knowledge is required, however if you have those skills already there will be the opportunity to use them later.

Video games can have beautiful stories, amazing art, incredible characters, and breathtaking worlds. This is similar to books, films and TV; however, in these mediums those elements are the most important part, whereas in video games the most important thing is instead what the player experiences and their interaction with the game. For example, augmented reality games like *Pokémon Go* are designed to make the player excited about exploring outside. Games where you shoot lots of things make you feel powerful. A tricky puzzle in a game makes you feel clever and pleased with yourself when you are able to solve it.

If you like or play video games already, think about what kind of games you like, then try to figure out what it is about those games and that experience that makes them so enjoyable to you. Alternatively, think what books, TV, films, social media videos etc. do you enjoy? What is it about those experiences that make

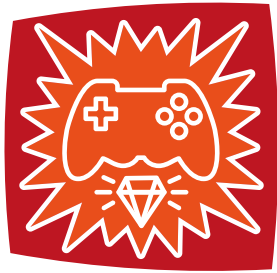
them so much fun? Come up with an idea for a game experience that taps into that feeling.

The most important thing to keep in the forefront of your mind is: what do you want the player to experience and how are you going to achieve it? For example, if your game is all about making the player laugh, the characters should be the most hilarious characters you can imagine. This principle can apply to so many different careers: writing, art, performing, advertising, product design, programming, UX design, and many more.

Once you have your core game mechanic or idea you'll begin developing the other aspects of the game:

- How does the player progress?
- How does it become more challenging? Are there different levels?
- Is there a story? Are there characters?

Once the basic ideas are fleshed out you'll pick one role in the game-making process and focus on that.



# Video Games

## Suggested project timeline

### Essential Skills Developed



#### WEEK 1:

**Schoolwork:** Live brief setting and Q&A.

**Homework:** The basic gameplay mechanic. Firstly, decide what you want the player to feel. Do you want the player to feel happy, excited, intrigued or empowered? Next you will need to decide what the game is, how the player interacts with it, and how that gives them that feeling. It could use a video game controller, a camera, a phone or tablet or touch controls. It could involve interacting with the world around you. You can even imagine technology that doesn't exist yet, such as controlling it with your mind.

#### WEEK 2:

**Schoolwork:** Share your game ideas with the class. Which aspects of other people's ideas do you like? Build on your game idea based on what you picked up from sharing your idea with your classmates.

**Homework:** How does the game look? Collect as many images as possible. Look through magazines, newspapers, books, online, and collect all of the images together. Look for inspiration for the characters, the world, the levels, the interface (the information that is displayed on the screen) etc. Pinterest is a useful place to source images for this step.

#### WEEK 3:

**Schoolwork:** Using your reference images, start designing the art in your game. Focus on the most important aspects, for example if you have people in your game, focus on what they look like, or if you don't see anyone in your game, focus on the world of the game, or whatever it is you want the player to see.

**Homework:** How does your video game build and develop? Make a list, numbered 1-10, outlining the player's progression from the start to the end of the game experience. Things to consider are:

- Does it have a story?
- Does it get progressively more manic? More soothing? More intriguing?
- Are there different levels?
- Figure out how it develops based on your core game mechanic/idea, making it more challenging as the game progresses.

#### WEEK 4:

**Schoolwork:** Live check in with brief setter. 2-3 students will be chosen by the teacher to present their ideas and receive feedback from the professional and their peers.

**Homework:** How does your game sound? What kind of music is it? What sound effects are there? Does it sound cartoony, realistic, futuristic, historical, soothing, frantic? Find examples of the kinds of music and sound you'd like to find in your game. Similar to when you were looking for visual references, your aim is to find as many audio examples as possible, to really explore the possibilities of what your game might sound like. [Freesound.org](https://www.freesound.org) is a good place to find free sound effects.

#### WEEK 5:

**Schoolwork and homework:** a digital portfolio of creative careers in the industry sub-sector will be provided. Students to review the digital portfolio of creative careers in industry sub-sector.

#### WEEK 6:

**Schoolwork:** Students will feedback to teachers on creative careers they have researched.

**Homework:** There are a number of jobs within video game development. I want you to pick one role that appeals to you most from the following list and specialise in it for the rest of the project:

- Character artist

- Background artist
- Story writer
- Level designer
- Sound designer
- Gameplay designer
- Animator
- If you have experience with a game making software, then you could be a programmer and explore actually making a rough version of your game.
- If you have 3D skills, you could focus on making some elements of the game in 3D.

Most of these roles can involve writing and drawing. For example, you could draw all of the backgrounds in the game, but you could equally describe them in detail instead. If you choose gameplay designer I'd like you to really focus on the mechanics of the game going into a lot more detail with that.

#### WEEK 7:

**Schoolwork & Homework:** Work on the content for the final presentation.

#### WEEK 8:

**Schoolwork:** Students will present final response to creative brief to peers and the brief setter. A select group of 4-6 students will be chosen by the teacher to present in order to get feedback from the brief setter and their peers.