CSE 103 : Game Design Fundamentals/Storyboard Development

Credits 5

Since good games don't just happen, it is important to create a comprehensive script defining your game world and what the player should experience. Learn to create detailed Game Design Documents (GDD) and storyboards.

Course Outcomes

Explain the purpose of a Game Design Document.
Define common game development tools.
Design the game object hierarchy.
Determine appropriate genre of the game.
Define project scope.
Create a game flow summary.
Define game play mechanics.
Create story boards to define screen and game flow and define layout.
Write an effective game story and break it into chapters of levels of play.
Define required game art.