

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.