

Summer Transition Project

BTEC Digital Game Development



You will be required to share your project with your Personal Tutor and class on day one

The first course of its type to run in Jersey, this is an exciting opportunity to learn how to develop computer games. The course covers the technical aspects of the game development industry utilising and embedding strong coding skills to develop game engines and immersive environment's.

The course also covers the creative and graphical aspects of the industry focussing on both 2-D and 3-D environments. The Creative and technical skills that students will learn will be transferable to many different industries on the Island.

The aim of this task is not to catch you out. It will be challenging at times, but by completing this task to the best of your ability before the beginning of your course you will have dipped your toes into the fascinating world of game development and will be prepared to charge into becoming a creator and move away from becoming a consumer.

The BTEC Digital Game Dev course at Highlands College includes the following topics –

- Pre-production
- Animation
- Concept Art
- 3D modelling
- Commissioning
- Campaign & Marketing
- Game Production
- Working in the creative media industry
- Digital media skills

For this project, you will:

Research (in-depth) one video game.

The business aspect of game development

Produce early concept designs for a Video Game.

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Task 1:

Research your favourite game. Explain how the game was created and what makes it unique in a saturated market, using the bullet points below.

- a) **Origin** - How the Game was created (*Who, where, why etc.*).
- b) **Size** - How many own a copy of this game?
- c) **Jobs** - List 10 different job roles that were directly involved in the creation and distribution of this Game.
- d) **Detail** - Obtain information about how the game became a success:
 - a. What is unique about this game?
 - b. What platforms is the game available on?
 - c. How has the price of the game changed over the years? Why is this the case?
 - d. How can the Game be developed or improved?

Task 2:

You must research the pre-production requirements, procedures and documentation relating to a range of digital games that have been produced. Use your findings into these case studies to compile a report that evaluates the extent to which these factors contribute to the overall success of the planning and delivery of digital games.

In order to complete this task, you should analyse how the following factors contribute to the planning and delivery of different digital games and use your research to justify your conclusions:

The pre-production requirements: you should consider factors including:

- sources of finance for the digital games,
- logistical considerations such as deadlines,
- resources and regulatory requirements such as age restrictions on games

Be sure to use existing examples to back up your answers, e.g.

- Valve was first financed by.....
- The creators of No Mans Sky managed to accrue its funding by

Task 3

Produce ideas for a 2-D Game. You need to develop, annotate and present an ideas portfolio that includes the following:

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- A basic overview for the story or theme of your game.
- A basic design for the first level or area of the map.
- A Protagonist Design.
- A NCP or enemy Design.
- A six-frame annotated storyboard that depicts a character movement or attack using the Grid below.

Storyboard

Your project may be presented as one (or more) of the following:

- ✓ Any form of digital presentation – This will need to be accessible on your first day

Useful Resources:

- Mojang - Minecraft <https://www.dailymotion.com/video/x1745rc>
- Angry Birds <https://www.youtube.com/watch?v=f0Lx4-3LPgw>
- Fortnite <https://arstechnica.com/gaming/2015/06/hands-on-fortnite-is-an-overwhelming-zombie-defense-experience-embargo-noon-pacific/>
- <https://www.polygon.com/2018/3/17/17130676/fortnite-battle-royale-success>
<https://medium.com/@omrockstars/fortnite-is-upon-us-the-strategy-behind-the-epic-games-creation-taking-over-the-gaming-world-d9f3c9ce988c>

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- Mark Cerny – Pre-Production lecture
https://www.youtube.com/watch?time_continue=561&v=QOAW9ioWAvE Star Citizen
https://en.wikipedia.org/wiki/Star_Citizen#Controversy
- ET the Extra-Terrestrial [https://en.wikipedia.org/wiki/E.T._the_Extra-Terrestrial_\(video_game\)](https://en.wikipedia.org/wiki/E.T._the_Extra-Terrestrial_(video_game))
- Double Fine Adventure
<https://www.youtube.com/playlist?list=PLlhLvUE17Sd7F6pU2ByRRb0igil-WKk3D>
- <http://www.animation-festivals.com/animation-festivals-uk/> - useful list of UK animation festivals
- <http://www.animationmagazine.net> - website of the US magazine focusing on all aspects of the animation industry
- www.digitalartsonline.co.uk/ -resources, tips, tutorials and a showcase of the work of digital artists and animators
- www.digitaltutors.com - Learn how to make 2D animated characters. 2D animation tutorials in Flash.
- <http://www.skwigly.co.uk/> - online animation magazine
- <http://www.britishanimationawards.com/> - Includes an inspirational gallery of previous winners
- www.digitalartsonline.co.uk/ -resources, tips, tutorials and a showcase of the work of digital artists and animators
- www.nationalmediamuseum.org.uk/ - website of the National Media Museum in Bradford which hosts a permanent display of stop motion animation including historical animation equipment
- www.udemy.com - Online tutorials and core principals and techniques of 2D animation.