

2000 Word Game Design Document of Sonic the Hedgehog 2 - Jared Nickson

by Jared Nickson

Submission date: 12-Dec-2023 03:33AM (UTC+0000)

Submission ID: 218884105

File name: 50303_Jared_Nickson_2000_Word_Game_Design_Document_of_Sonic_the_Hedgehog_2_-_Jared_Nickson_546291_1710482426.docx (11.23M)

Word count: 3998

Character count: 18992

Name: Jared Nickson

Student ID: 2305434

2000 Word Game Design Document of Sonic the Hedgehog 2

Sonic the Hedgehog 2 [1] is a Platform Game where you can play as a Hedgehog called Sonic. Sonic the Hedgehog 2 was released on November 21st, 1992, developed by Sega Technical Institute for the Sega Genesis. Sonic is tasked with a mission to stop Doctor Robotnik from stealing chaos Emeralds for his space station. Sonic the Hedgehog 2 is a side-scrolling platformer game like the first Sonic the Hedgehog that was released on June 23, 1991, the player can collect rings, fight enemies and defeat bosses. You also have another character that runs alongside Sonic who you can play which is called Miles Prower or known by his nickname "Tails." Sonic the Hedgehog 2 introduces bigger levels, multiplayer and faster gameplay.

Sonic the Hedgehog 2 has a big emphasis on high-speed gameplay which can be seen by Sonic, the main character with his abilities focused on speed. There are also these iconic loop-de-loops where if you crouch when going down a slope you will pick up speed and you will go much faster because of the momentum. You will also see many ramps and challenging obstacles throughout each level; these obstacles can be moving platforms, spikes, enemies' difficult jumps and many more. We also see "Tails" another playable character who is seen alongside Sonic, Tails can use his two tails like a helicopter to make himself hover/float for a short period of time. There are also special stages for when you collect chaos emeralds, these stages look a lot different than the main game showing a unique perspective with a camera angle behind Sonic and Tails, this is what the stages look like:



Sonic's design elements consist of a circular head and body with thin arms and legs with huge feet, blue fur with giant spikes.

Here is an image of how Sonic looks:



Tails (The one next to Sonic) design elements consist of also a circular head and a circular body, with thin limbs, however with orange/yellow fur and is less spikey.

They also have unique designs for different actions, for example when going really fast they both (Sonic and Tails) curl up into a ball and slant slightly sideways showing that they are fast. Here is an image of what it looks like:



As we can see, Tails has a tail still showing when in this action and looks like a vortex, meaning he is not a complete circle with a rougher and spikier outline; Sonic is a complete circle with no extra bits on him.

They both also have another action where they are building up speed but are not going super-fast, here is an image of how that looks:



As we can see, Sonic has his feet go around in a circle which are blurred and elongated following the circle as you can see in the image. Tails doesn't run when picking up speed, he just floats with the tail wagging.

There is also another action where they are going slightly faster than the above image, here is an image of what it looks like:



When Sonic is on an edge of a block or something, he leans over and circles his arms to keep it upright. Here is an image of what it looks like:



It emphasizes that the player cannot go forward anymore, or they will fall off the block they are standing on.

We also have another action that Sonic does when crouching, Sonic curls up into a ball with his hands over his head and the spikes of his fur protruding outwards. Here is an image of how it looks:



When you finish levels, you need to pass through a big sign. Once you pass through the sign it flips multiple times showing Dr Robotnik and Sonic, Sonic is seen showing the peace sign with his fingers clearly hinting the end of the level. Here is what the sign looks like:



And here is the end screen after each level:



It shows a quick summary of the amount of time you spent on the level, the number of rings you collected, and it shows the bonus points you got from how fast you were and the number of coins you collected throughout the level.

Now I will talk about the collectables that Sonic can pick up. Here are the rings that are scattered throughout the level. Rings are items that Sonic can collect. These rings act as Sonics life, once Sonic takes a hit and has coins, the coins will come out of him, and scatter away and then will disappear after a few seconds if not picked up. If Sonic takes a hit again but has no rings, Sonic will die and will lose 1 of his lives, resulting in being teleported to the beginning of the level or nearest checkpoint. Once Sonic has collected 100 rings, he will then be given an extra life. These extra lives are shown at the bottom left of the screen with a picture of Sonic next to the number to show that it is Sonics lives. Here is an image of the rings and the effect of picking up rings:



On the left you can see 1 ring, over Sonics head you can see sparkles/stars, this is a visual effect when you pick up a coin.

Here is how losing your rings looks like:



And here is what the checkpoint looks like:



We also have a breakable box that shows a ring on it, once this box is broken Sonic will receive 10 rings. Here is an image of how it looks:



Here is an image of how it looks once destroyed:



There is a short animation where the yellow box with the ring and black background shoots upwards, but it goes by too quickly to screenshot.

This game has a tremendous number of unique designs, and multiple designs for each character. So, from now on I will only show the main characters and will only show 1 or 2 of their designs.

Here is the main antagonist of Sonic the Hedgehog 2:



Dr. Robotnik or usually known as “Dr. Eggman” is the main antagonist of the Sonic the Hedgehog franchise. Dr. Robotnik is different to how other games portray main bosses/main antagonists, for example, in most video games you would see the main villain/boss/antagonist on the last level with a big boss fight, this is not the case for the Sonic franchise. In Sonic, or the game I am talking about “Sonic the Hedgehog 2” we see Dr. Robotnik as a boss every few levels. These are short instances where we see Dr. Robotnik at the end of some levels, these boss fights usually consist of jumping on the top of Dr. Robotnik, he then takes damage, and you repeat until he is beaten. However, you cannot instantly attack Dr. Robotnik as he has invincibility frames in which we can see him flashing white whereas if you were to jump on him nothing would happen. You would need to wait for his invincibility frames to finish to be able to attack him. Invincibility frames are short periods of time where something is invincible; if there were no invincibility frames, it would make most video games incredibly difficult to play. Dr. Robotnik has many gadgets and machines he can be seen inside, you can see his first appearance above where he flies into a vehicle via a helicopter and then stays inside the vehicle for the rest of the boss

fight, once he is beaten he will then get into his helicopter and fly off screen where we will see him again in the next boss fight. Here is his helicopter:



Sonic's Demographic profile includes people with interests in platformer games and particularly those who enjoy action packed gameplay focusing on speed, the game caters to a diverse audience including casual and dedicated players.

The overall theme of Sonic the Hedgehog 2 is a vibrant and colorful landscape in Zone 1 Emerald Hill, this evokes a happy or relaxed response to the player which I think is good for starting the game to draw in a wide audience because of the vibrant and colorful landscape. Sonic the Hedgehog 2 has many zones though, the next zone being Chemical plant makes the atmosphere feel eerie and off putting/dangerous mainly because of the violent designs and dystopian atmosphere with pipes and buildings plastered everywhere. Those are two examples of Sonic the Hedgehog 2's themes, there are many other zones with their own unique feel and atmosphere entirely.

The sound design that Sonic the Hedgehog 2 uses is incredibly good, for example in relaxed and vibrant zones we have happy and upbeat music which eases the player into the game. When running out of time to complete a level or if you have spent too much time in the poison the music will start getting faster and faster until you die, this makes the player know they need to hurry up and get to safety if in poison, and to make the player finish the level in time before failing/dying. Each zone will have its own music/soundtrack which caters towards the specific zone/level theme and atmosphere. When picking up rings you get a ping sound which lets the player know that you have collected a ring. And you have sounds for springs which sound how you expect them to sound, like "Boing" for example.

Examples of the sounds:

Credit: HFPlaythroughs – YouTube [2]

<https://www.youtube.com/watch?v=8cr1rqVclhA>



Time stamps (I will only mention a few):

0:15 – Zone 1 theme song/soundtrack.

0:19 – Ring pickup sound and Jump sound.

0:21 - Killing a Monkey bot sound.

0:35 – Dash sound effect.

0:54 – Spring sound effect.

1:04 – Checkpoint sound effect.

1:10 – Bonus Stage theme song/soundtrack.

3:05 – Zone end gate sound effect.

The primary target audience for Sonic the Hedgehog 2 is children to young adults aged 12 to 30, the game is to appeal to a younger audience mainly because of the vibrant coloration of the game and fast gameplay. This is because vibrant colors like bright green and bright blue signify happiness and will draw

younger audiences because the colors are not dull and boring like grey or black. However just because the target audience is 12 – 30 does not mean younger audiences or older audiences cannot play it, it just means that between ages 12 – 30 is expected audiences.

Sonic the Hedgehog 2's ESRB [3] rating shows E for everyone, this means that anybody can play it as there is not any violence or anything that would be bad for younger audiences.

Sonic the Hedgehog 2 Nintendo 3DS			
RATING	CONTENT DESCRIPTORS	INTERACTIVE ELEMENTS	RATING SUMMARY
	No Descriptors	No Interactive Elements	No Rating Summary

Sonic the Hedgehog 2 Macintosh, Windows PC, Wii			
RATING	CONTENT DESCRIPTORS	INTERACTIVE ELEMENTS	RATING SUMMARY
	No Descriptors	No Interactive Elements	This is a side-scrolling action game in which players run through obstacles and hazards to reach the end of various themed levels. Players receive points for collecting gold rings scattered

Sonic the Hedgehog 2 Nintendo DS, PlayStation 3, Wii, Xbox 360, Xbox One			
RATING	CONTENT DESCRIPTORS	INTERACTIVE ELEMENTS	RATING SUMMARY
	No Descriptors	Online Interactions Not Rated by the ESRB (Xbox 360, PlayStation 3)	No Rating Summary

Sonic the Hedgehog 2's PEGI [4] rating shows PEGI 3 which is suitable for all ages and that mild cartoonish violence is acceptable, which the game has little violence, and it really is not going to frighten children. However, the PEGI rating on Xbox is PEGI 7 which I think is too high, PEGI 7 means that there is minor violence that could frighten younger audiences.

7 Sonic The Hedgehog 2 SEGA Europe Ltd	
Release Dates & Platforms: XBOX 360 Live Arcade - 15/09/2007	
LESS INFO	

3 Sonic The Hedgehog 2 SEGA Europe Ltd	
Release Dates & Platforms: Nintendo Wii - Virtual Console - 06/07/2007	

Sonic the Hedgehog 2 had many popular competitors, for example, Super Mario Land 2: 6 Golden Coins the sequel to the original Super Mario Land, which was praised well for its creative level design, there was also another prominent competitor which was Street Fighter II: The World Warrior which released in 1991 but continued its success into 1992. Sonic the Hedgehog 2's differentiation to these games is because of Sonic's emphasis on speed, its unique level design and its unique characters.

Here are some images of what both the competitors designs look like:

Super Mario Land 2: 6 Golden Coins: [5]



Street Fighter II: The World Warrior: [6]



As you can see, both games are in a 2d perspective. Super Mario Land 2: 6 Golden Coins however is a platform game which was already incredibly popular because of the whole Super Mario franchise has existed years before sonic and there was most likely a lot of people who were going to get Super Mario Land 2: 6 Golden Coins just because it is another Mario game and that people wanted to play it more.

The content of Sonic the Hedgehog 2 includes Diverse zones with unique themes, for example in the first zone "Green hill" we see fields, grass, waterfalls, blue sky, and clouds, and in the next zone we have "Chemical Plant" where we can see machines, pipes, buildings, structures etc. Here is an example of the zones I have mentioned side by side:

Green hill:



Chemical Plant:



Also, as I have previously mentioned, there are also boss battles at the end of every zone. The bosses, Dr. Robotnik, will appear differently in each boss fight, for example in the Green Hill zone we see Dr. Robotnik in a vehicle with a drill on the front, In the next zone Chemical Plant we can see Dr. Robotnik inside a mech.

There are also many hidden paths and alternate routes for exploration throughout each level. Some of these hidden paths will lead you to the collectable Chaos Emeralds which grant you special abilities.

The characters we see in Sonic the Hedgehog 2 are, Sonic the Hedgehog which is the protagonist and is known for his speed, the next character we see is Tails which is a new playable character that has flight capabilities, and finally we have Dr. Robotnik or also known as Dr. Eggman which is the Antagonist.

Sonic:

Name:	Sonic the Hedgehog
Age:	Unknown (Estimated 15 to 16)
Gender:	Male
Role:	Main Protagonist
Features:	Known For his Speed
Appearance:	Blue spikey Hedgehog

Tails:

Name:	Miles "Tails" Prower
Age:	8 years old
Gender:	Male
Role:	Deuteragonist
Features:	Uses his tails for short flight
Appearance:	Yellow Fox with big ears and two tails

Dr. Robotnik:

Name:	Dr. Ivo Robotnik (Dr. Robotnik for short, and known as Dr. Eggman)
Age:	Unconfirmed but estimated 50 to 60 years old
Gender:	Male
Role:	Main Antagonist
Features:	Known for his intellect and I.Q. of 300 (Mad Scientist)
Appearance:	Red coat, fat, big moustache, and black trousers

There are various enemies scattered throughout each zone and level, each enemy has its own unique design and attack pattern.

Here are 2 examples:

Monkey bots that throw coconuts at the player, these coconuts function the same way as hazards like spikes. If you get hit by the coconut you will lose your rings, if you get hit by it again and you have no rings you will die.



Gabuccho (Piranha Bots):



These Piranha Bots jump up and down next to and over the bridge and water. This function is the same as the last enemy. If you touch them, you will get damaged and lose your rings.

However, these enemies can be defeated by either jumping on top of their heads (Won't work on the piranha bot) or by rolling or dashing into them. Once you damage/attack them with the ways I have mentioned they will disappear with a "Poof" and an animation of them vanishing.

The control system for Sonic the Hedgehog 2 is for the Sega Genesis. Below is a picture of what the gamepad of the Sega Genesis looks like:



Sonic the Hedgehog 2's platforms are PlayStation, Xbox, Nintendo Switch, PC, and mobile devices.

The control scheme for Sonic the Hedgehog 2 goes as follows:

To Walk you would need to press Right or Left on the D-Pad (Directional Pad) to go Right or Left. To Run you would need to hold Right or Left on the D-Pad depending on where you want to go. To make Sonic look upwards you would need to press Up on the D-Pad. To make Sonic skid to a halt you would need to press the opposite direction whilst holding on the direction you are running on the D-Pad to make Sonic skid to a Halt. To make Sonic Crouch you would need to press Down on the D-Pad. To make Sonic spin dash you would need to press Down on the D-Pad whilst you are moving, this will make Sonic curl into a ball, and he will be able to attack enemies. To make Sonic jump you can press the A, B, or C buttons to jump. To make Sonic do a Super Spin Dash you would need to be stationary and then you would need to press and hold down on the D-Pad then press A, B, or C this will make Sonic have a stationary spin that is slightly slanted, then you would need to let go of the D-Pad and Sonic will dash with a full speed rolling attack. For Sonic to push things you would just need to press the D-Pad in whatever direction against something and you will be pushing it.

Simplified Control layout for Sega Genesis gamepad:

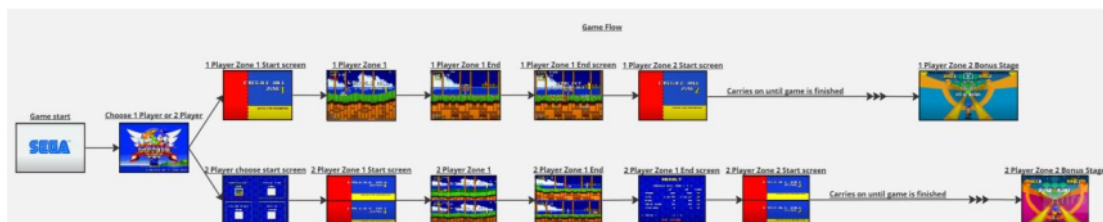


Simplified Control Layout for PC (Keyboard):

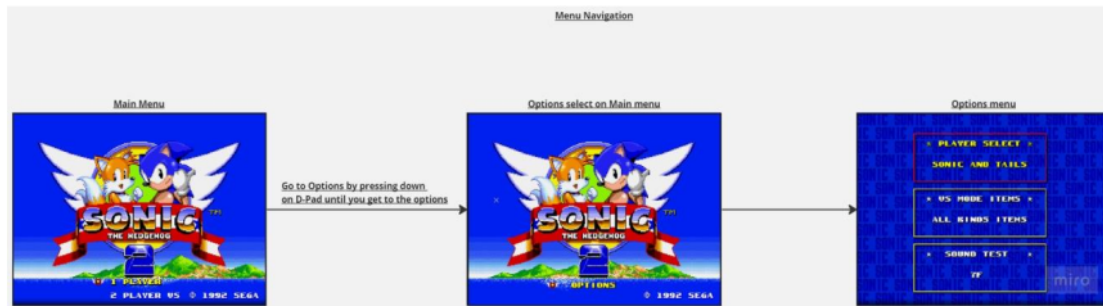


Both control schemes are simple and concise and are not too confusing, this will make it easier for the player to understand the controls better.

Game Flow – Flow Chart:



Menu Navigation – Flow Chart:



For Navigating the menu there is not that much to offer. You just select 1 player or 2 players when you start the game. However, there is a menu but only for options/settings. There is also a debug menu as well, this makes you able to play every level in the game with either 1 player or 2 players without having to play through them one by one, however this is only accessible after doing certain button inputs to be able to access. Here is a video of someone who shows what I am talking about:

Credit: Anthazuki – On YouTube. [7]

https://www.youtube.com/watch?v=jj_6i0g3kma



(From 1:17 onwards)

Here we see him scroll down to the Options Menu by pressing down on the D-Pad going past the two options "1 Player" and "2 Player vs" which will look like this:



Once you press enter (Keyboard) you will then be presented with the options menu which looks like this:



After doing the combination of 19, 65, 09, and 17 on the Sound test option you should hear a ring sound, this means it has been done correctly. Then you will need to go back to the main menu and highlight the 1 Player option. Once you have done this you will then be presented with the Level select screen where you can enter any level in the game. This is what the Level select screen looks like:



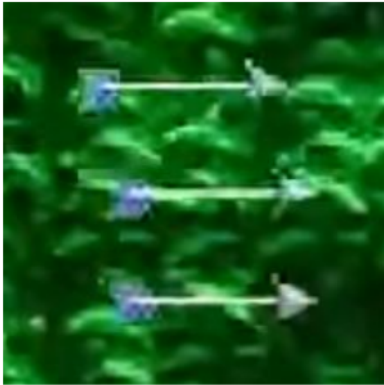
Once you are on this screen you can then enter the Debug cheat by going to the sound test again and typing in the Debug cheat 1, 9, 9, 2, 1, 1, 2, and 4, then you should hear a ring sound once done correctly. Then you go to the level you want to go to and hold X and the options button (Xbox) and you will enter the level in debug mode. Debug mode is essentially a custom game where you can turn into objects, place objects, turn into enemies, place enemies etc.

Sonic the Hedgehog 2 has many hazardous things in its gameplay, for example spikes are scattered around the levels, these spikes will kill you if you have no rings, if you have rings Sonic will bounce off the spike scattering all of his collected coins and will flash white, this will be a short time where Sonic has invincibility frames where he can't be damaged then the invincibility frames will run out and Sonic is able to be damaged again. This is 1 example of a hazard, there are many more like arrows and poison. Arrows work the same way as spikes, however poison is different, with poison there is a certain time limit for how long you can be inside of it for, if you are in the poison for too long you will die, the poison clearly shows that it will be dangerous because of the violent purple colors compared to the rest of the environment. Here are some images showing what they look like:

Spikes:



Arrows:



Poison:



The power ups you can see in Sonic are in the form of breakable boxes. These boxes will show what power up is inside of it with an image of the power up on the box. Here are all the power ups in the game:

Super Ring:



This power up will give the player 10 rings.

Shield:



This power up will give the player a shield which will protect the player from 1 hit, you will only lose the shield once you are hit, and you will not lose any lives or rings.

Power Sneaker:



This power up will give the player a speed boost which will last for a short amount of time.

Extra Life:



This power up gives the player an extra life.

Invincibility:



This power up makes the player invincible against normal attacks for a short amount of time, but not against things that instantly kill you.

Sonic the Hedgehog 2 consists of “Zones” these Zones have unique designs which I have previously mentioned. There is a total of 11 Zones and within each Zone there will be a certain number of “Acts” or also known as Levels. There are 20 Acts/Levels in the game, with mostly 2 Acts per Zone. Each Zone will have a completely unique design/appearance than the other zones you have been in, this would make the gameplay not feel stale and would entice the player to keep playing because of this uniqueness and level variation. Each Zone will have an increasing difficulty curve than the last Zone pressuring the player to get better and better through playing the game. There are also bonus stages for your Chaos Emerald collection and for bonus rewards which I have previously mentioned.

Sonic the Hedgehog 2’s story length for the casual player would take around 2 hours and 31 minutes. For the casual player to fully complete the entire game with nothing left to do (100% the game) it would take roughly 3 hours and 6 minutes. For a person speed running the game using any methods like glitches and broken game mechanics (any%) it would currently take 12 minutes and 43 seconds to complete. And it would take exactly 32 minutes, 23 seconds and 32 milliseconds to 100% complete the game with a TAS (Tool Assisted Speedrun).

Here are some Statistics for more information:

Credit: Howlongtobeat.com - <https://howlongtobeat.com/game/8788> [8]



Credit: Speedrun.com - <https://www.speedrun.com/s2> [9]

SPEEDRUN.COM Games Forums Support

 **Sonic the Hedgehog 2 (1992)**
 Sonic Series Classic Sonic Series
 GCN WiVC Genesis +11
 Discord Website

Leaderboards Levels 19 News Guides 4 Resources 2 Forums 60 Streams Related 8 Stats

Full game
 Sonic Knuckles

Categories
 Beat the Game

Filters Show rules History Submit run

#	Player	IGT	Time	Date	Platform	Pauses?
1	eandis	12m 43s	18m 15s	2 months ago	Genesis ^{EMU}	Pauses
2	JoeyBaby69	13m 09s	17m 46s	3 months ago	Genesis	Pauses
3	Mr_Esketit	13m 25s	19m 50s	1 month ago	Genesis	Pauses
4	zyzex_remix	13m 36s	18m 48s	1 month ago	Genesis ^{EMU}	Pauses
5	shore05	13m 53s	19m 32s	1 year ago	Genesis ^{EMU}	Pauses
6	SuPeRbOoMfAn	13m 59s	18m 48s	2 years ago	Genesis ^{EMU}	Pauses
7	Zaxon96	14m 07s	18m 47s	2 years ago	Genesis ^{EMU}	Pauses
8	TeePatt	14m 35s	19m 31s	2 months ago	Genesis ^{EMU}	Pauses
9	SuperSonic	14m 36s	18m 47s	2 months ago	Genesis	Pauses
10	Katie4	14m 47s	19m 49s	1 year ago	Genesis	Pauses

Here is the story/plot of Sonic the Hedgehog 2:

Credit: SegaWiki - https://sega.fandom.com/wiki/Sonic_the_Hedgehog_2 [10]

“Dr. Eggman, who had discreetly followed Sonic onto West Side Island, is now tearing the place apart in search of the seven Chaos Emeralds. He needs fuel for his Death Egg, a planet-sized space station with unthinkable power. Sonic and Tails take off to locate the Emeralds before Eggman and squash his evil ambition once more.”

The story is somewhat noticeable once you first encounter and fight Dr. Eggman and find the first Chaos emerald. Otherwise, it is hard to understand what the game's plot is about.

Bibliography:

- [1] Sega Technical Institute and Sega, Sonic the Hedgehog 2, <https://www.xbox.com/en-us/games/store/sonic-the-hedgehog-2/bzsdwcpnpj30> (accessed Dec. 12, 2023).

- [2] HFPlaythroughs, "Sonic the hedgehog 2 (mega drive/genesis) [longplay]," YouTube, <https://www.youtube.com/watch?v=8cr1rqVclhA> (accessed Dec. 12, 2023).
- [3] ESRB, "Sonic the hedgehog 2 - ESRB Rating," ESRB Ratings, <https://www.esrb.org/ratings/26008/sonic-the-hedgehog-2/> (accessed Dec. 12, 2023).
- [4] PEGI, "Sonic the Hedgehog 2 - PEGI Ratings," PEGI, https://pegi.info/search-peg?q=sonic%2Bthe%2Bhedgehog%2B2&op=Search&age%5B%5D=&descriptor%5B%5D=&publisher=&platform%5B%5D=&release_year%5B%5D=&page=1&form_build_id=form-Hem7Sc-D8uO2ih5xr7vSx4WA_Jv-wcUFdOkOwFic5Us&form_id=peg_search_form (accessed Dec. 12, 2023).
- [5] Nintendo, "Super mario landTM 2: 6 golden coinsTM," Nintendo of Europe GmbH, <https://www.nintendo.co.uk/Games/Game-Boy/Super-Mario-Land-2-6-Golden-Coins--275891.html> (accessed Dec. 12, 2023).
- [6] "Street fighter II," Capcom, https://en.wikipedia.org/wiki/Street_Fighter_II (accessed Dec. 12, 2023).
- [7] AnthHazuki, "Sonic 2 level select & debug mode guide | PS4, Switch & XB1 | Mega Drive & Genesis Classics," YouTube, https://www.youtube.com/watch?v=jj_6i0g3kmA (accessed Dec. 12, 2023).
- [8] Howlongtobeat, "How long is sonic the hedgehog 2 (16-bit)? : Howlongtobeat," HowLongToBeat.com, <https://howlongtobeat.com/game/8788> (accessed Dec. 12, 2023).
- [9] Speedrun, "Sonic the hedgehog 2," Speedrun.com, <https://www.speedrun.com/s2> (accessed Dec. 12, 2023).
- [10] C. to S. Wiki, "Sonic the hedgehog 2," Sega Wiki, https://sega.fandom.com/wiki/Sonic_the_Hedgehog_2 (accessed Dec. 12, 2023).



2000 Word Game Design Document of Sonic the Hedgehog 2

- Jared Nickson

GRADEMARK REPORT

FINAL GRADE

55/100

GENERAL COMMENTS

1. Engagement With Literature Skills (64%)

Evidence of research is present in the document, with IEEE formatting used for the Bibliography. This meets the criteria stated in the assessment brief – good work.

2. Knowledge & Understanding Skills (52%)

There are good examples of information being broken down into digestible and easy-to-access sections such as control systems and character profiles but there is a lot of content which consists of large amounts of text. In a Game Design Document we need to stick to basics and keep the descriptive text light and easy to access – have a look at Scott Rogers's GDD guidelines to see how this can be achieved.

3.Cognitive & Intellectual Skills (57%)

There is evidence of breaking game elements down in the submitted work though some sections are still quite heavy on descriptive text. A game dev team attempting to make this game are less likely to read paragraphs of text than a couple of bullet points, tables or annotated sketches. It's worth considering how to simplify and refine the information presented in the submission for future GDD

projects as it will become more important in the second and third year of studies.

The flow charts provided show an ability to analyse and break down game elements into simple processes that leave very little room for misinterpretation – this is good.

Descriptions of the power-up monitors with imagery is another example of how the info in the GDD should look – not too much in terms of written info, just enough to get an idea of what each one's function is.

4. Practical Application Skills (51%)

Examples of images used are good as these help to convey ideas quickly and visually.

Providing diagrams of the controller breakdown is good, particularly for different peripherals and systems – this is the kind of content that a GDD should have.

Consider breaking down the content into sections with distinct headings, e.g. Gameplay, Character Profiles, Level Design, etc. This will make the GDD easier to navigate.

5. Transferrable Skills for Life and Professional Practice (58%)

All elements of the assessment have been submitted to Turnitin by the specified deadline date.

Some parts of the GDD are looking good, while others probably need a bit more editing to work well as an easy to use document

for a dev team to refer to. Look at examples online or consult literature such as Scott Rogers's 'Level Up!' book to see if there are methods you can apply to the work.

PAGE 1

PAGE 2

PAGE 3

PAGE 4

PAGE 5

PAGE 6

PAGE 7

PAGE 8

PAGE 9

PAGE 10

PAGE 11

PAGE 12

PAGE 13

PAGE 14

PAGE 15

PAGE 16

PAGE 17

PAGE 18

PAGE 19

PAGE 20

PAGE 21

PAGE 22

PAGE 23

PAGE 24
