

Part-Baked Games: Chef's edition

Worksheets



These worksheets should be used to complement the activities in the Part-Baked Games: Chef's edition workshop .



Part-Baked Games: Chef's edition

Activity U1

Initial ideas.

ENVIRONMENT	GENRE	GOAL	RULES
JUNGLE			

Use the space below to mind-map and sketch out detailed ideas for your game, including character and object designs as well as how things will work.

Character

Mechanics

Platform / Controller

Theme



Part-Baked Games: Chef's edition

Game design document.

Select one of your game ideas and then answer the questions below to help you write a game design document for your game.



Name of your game	How do you win the game or move onto the next level?
Who is the audience of your game? (Who will play it?)	How does the game end?
What is the aim of the game, what is it about?	What are the main rules of the game?
Is there a main character to the game? What does it do?	



Part-Baked Games: Chef's edition

Screen planning.

Use the boxes below to design the main 'screens' within your game. *This is where you decide what your game will look like.*

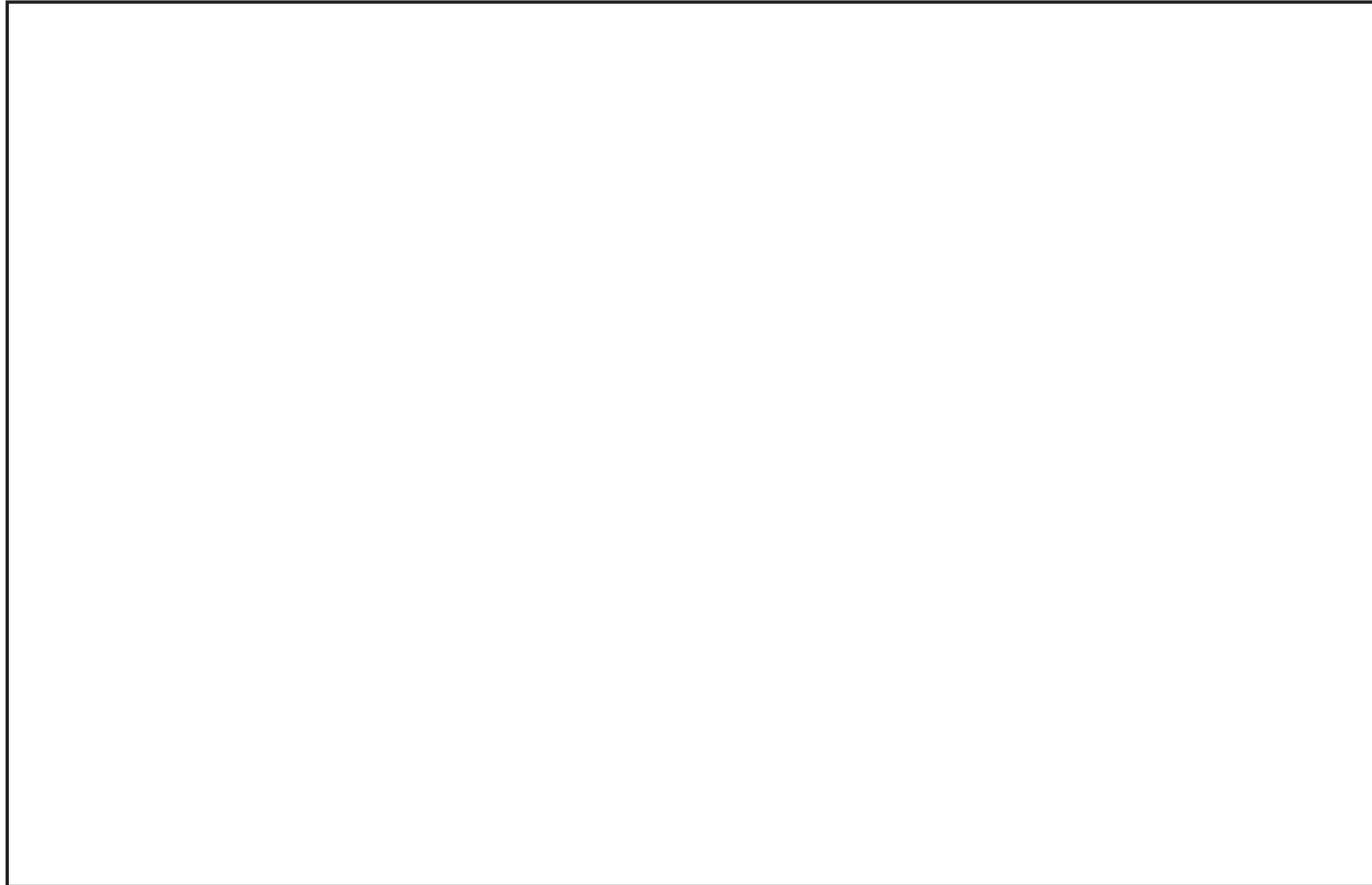
		
Describe it here...		
		
Describe it here...		



Part-Baked Games: Chef's edition

Interactions.

Draw how your game will look on the screen.



Complete the table to show what would happen when you interact with your game.

Interactions / Events	
When / Condition	Do / Action

Top Tip: Imagine playing through the first minute of your game. What controls does the player use? What resulting actions are seen on screen?



Part-Baked Games: Chef's edition

Activity U5

Level progression chart.

Fill in the chart below to show how your game will progress. Think carefully about what might change or stay the same as the player plays your game. Why will the player want to continue to play your game at the end of each level? Enter your Game Elements in the left hand column and show how each one will progress.

Game elements	Level 1	Level 2	Level 3	Level 4	Level 5

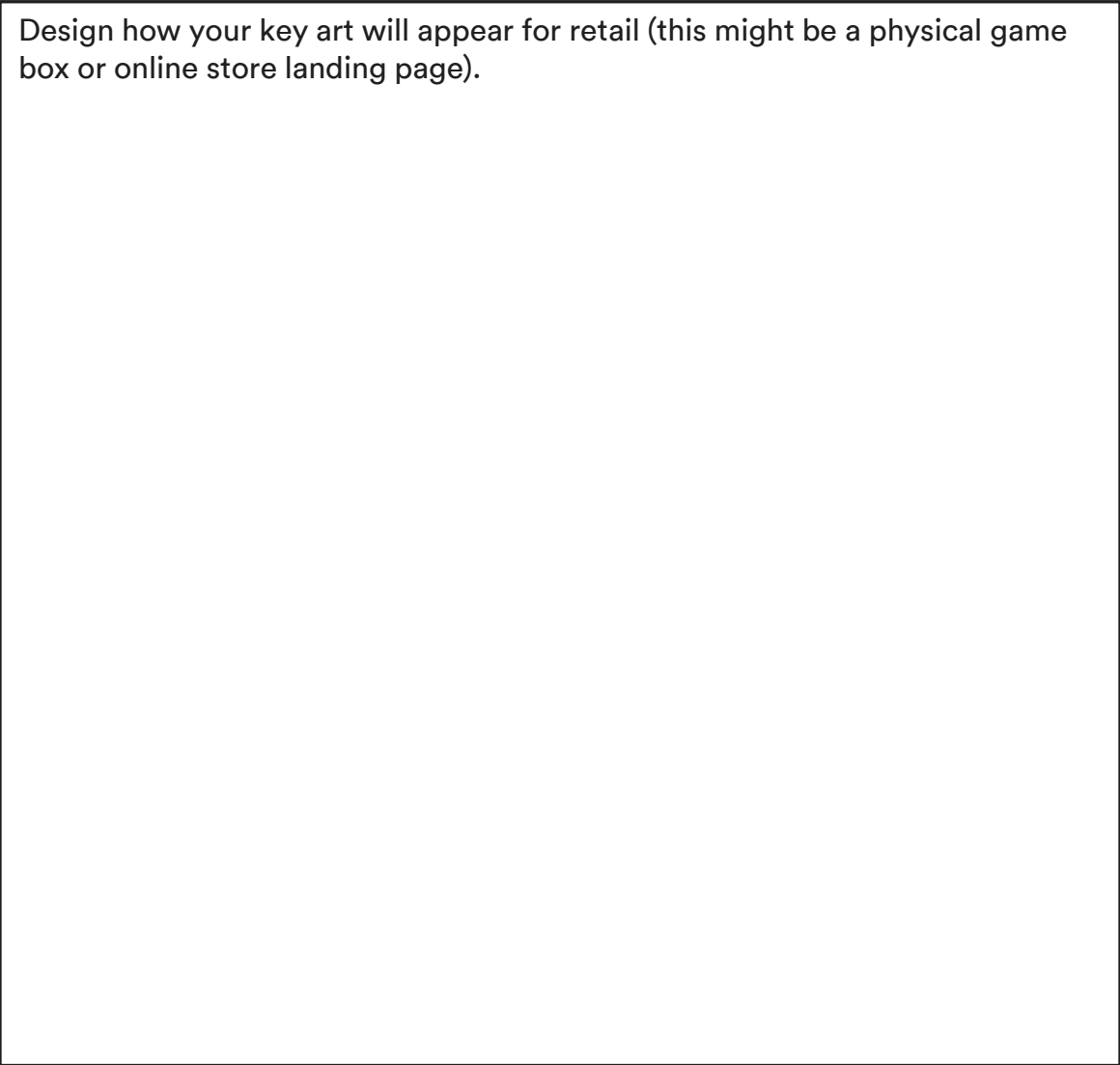
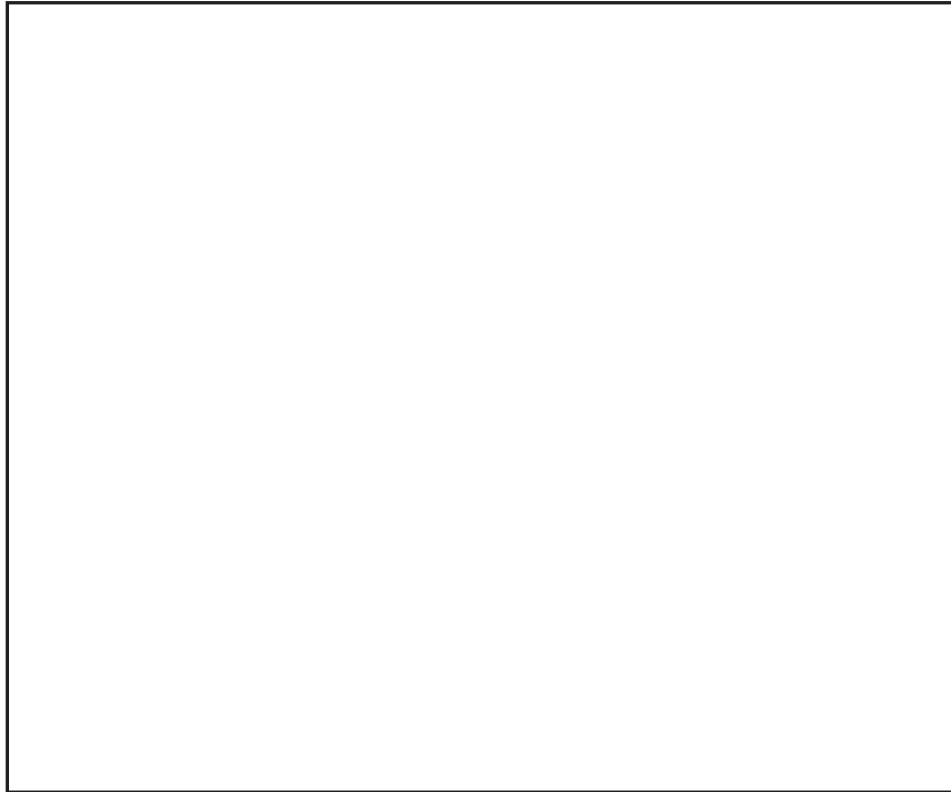


Part-Baked Games: Chef's edition

Activity U6

Key Art.

Design an online icon for your game to show how it would appear for an online store purchase or App download.



Top Tip: Think carefully about your branding, target audience and main game themes.



Part-Baked Games: Chef's edition

Game comparison document.

Complete the table below, comparing your prototype to the realised version of the game.

Screen	Similarities	Differences



Part-Baked Games: Chef's edition

Released game features.

Complete the table below listing features and interactions from the released game that you like. Try to explain why you like each feature.

Feature	What I like about this feature...



Part-Baked Games: Chef's edition

Interactions.

Draw how your game will look on the screen.



Complete the table to show what would happen when you interact with your game.

Interactions / Events	
When / Condition	Do / Action

Top Tip: Imagine playing through the first minute of your game. What controls does the player use? What resulting actions are seen on screen?



DIGITAL SCHOOLHOUSE
together with



Part-Baked Games: Chef's edition

Play testing

Are you ready to test the modified version of your game? Now it's time to test it out! Gather people to play your game, watch them play and fill in the table below.

Purpose of test (What are you trying to find out?):

Step	Test	Expected result	Actual result	Comments
1				
2				
3				
4				
5				

NB. If expected and actual results differ, then it might mean there is a bug to find in your game!

Top Tip: Ask players to provide a commentary (speak aloud) as they are playing your game.

