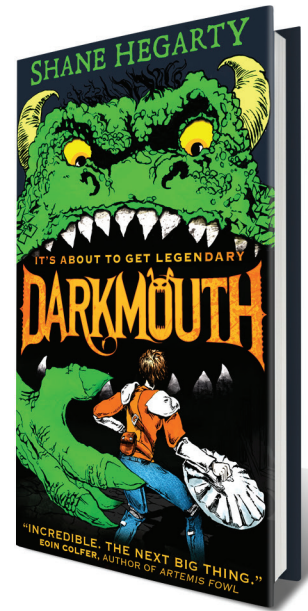


DARKMOUTH

SHANE HEGARTY



ACTIVITY FIVE (a)

Producing an outline
for a computer game



Working with a partner, or in a small group, you are to become a game design team.

Firstly, plan out a game narrative centred around:

a) A logic game or a puzzle game, which takes place in Legend Hunter Finn's house, with its mysterious long corridors and endless doors.

or

b) An action / adventure game which involves the world of the Infested Side.

Whichever option you choose, work on one episodic encounter.

Getting started

You need to read the bid outline on the next page. It guides you to choose the characters involved and their mission.

Now think about, discuss and map-out:

- A possible title
- Exciting actions in your chosen environment
- Goals and challenges
- Suitable problems to solve
- A series of conflicts

Completing a bid for a publisher

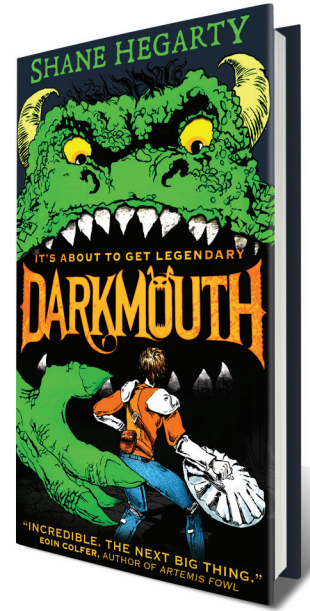
On the next pages is an outline for the bid you will finally produce - you will need to fill in the gaps, take out what does not apply to your game and make any changes that you think will make the document even better.

Good luck - make it thrilling!



DARKMOUTH

SHANE HEGARTY



ACTIVITY FIVE (b)

Completing a bid for a publisher
Game narrative 'a' –
a logic game or puzzle game.

- Our idea is for a game based on the story of Finn and Emmie from the novel **Darkmouth**.
- The player characters are: Finn and Emmie, who face an attack in Finn's mysterious house.
- The game offers a strong aim for the player to save his home.
- This game will be aimed at boys and girls aged 7-12 years.

The several challenges and puzzle solving they will face are:

The various non-player characters / monsters who help or hinder the player characters, or do both, are:

We think that the game will be enjoyable to play because:

The game will involve skill in three respects: role-playing, problem solving and dexterity. The players will be expected to navigate their way through tricky situations like:

And they will be expected to come up with ways to bypass what seem like impossible challenges such as:

Our game, being largely concerned with narrative, will not contain an exceptionally large number of rules. We have, briefly, presented our game and we hope we do **Darkmouth** proud.

DARKMOUTH



ACTIVITY FIVE (c) Completing a bid for a publisher Game narrative 'b' - an action / adventure game

- Our idea is for a game based on the story of Finn and his father Hugo from the novel **Darkmouth**.
- The player characters are: Finn and Hugo, who are trapped in the Infested Side and desperately trying to get back home.
- The game offers a strong task, for the player to get Finn and Hugo home.
- This game will be aimed at boys and girls aged 7-12 years.

The several challenges and puzzle solving they will face are:

The various non-player characters / monsters who help or hinder the player characters, or do both, are:

We think that the game will be enjoyable to play because:

The game will involve skill in three respects: role-playing, problem solving and dexterity. The players will be expected to navigate their way through tricky situations like:

And they will be expected to come up with ways to bypass what seem like impossible challenges such as:

Our game, being largely concerned with narrative, will not contain an exceptionally large number of rules. We have, briefly, presented our game and we hope we do **Darkmouth** proud.