



GAME DEVELOPMENT FOR BEGINNERS

Session 1



LEVEL 2

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GDD FOR SESSION

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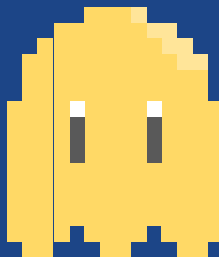
Going over what a Game Design
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01

LECTURER + WGA

Who will be covering this course and overview of the Welsh Games Academy



What Is the Welsh Games Academy



The Welsh Games Academy (WGA) is a program that aims to promote and support the growth of the video game industry in Wales. Based at The Arcade Vaults, a CIC organization that helps support the gaming community, the Academy provides resources and support for aspiring game developers. These resources include access to industry professionals, events, and workshops.



Our Goal



Our goal is to create a thriving and sustainable game development community in Wales. It also helps Welsh game developers pursue education, enter the creative industry, or use their skills to develop and create their own games.



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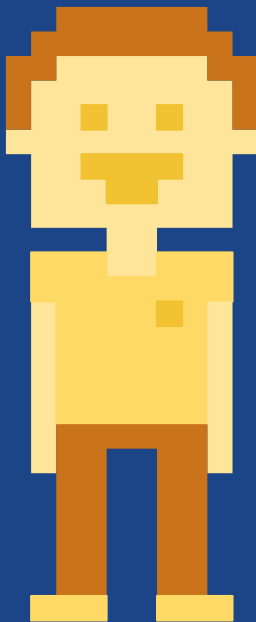


PERSONAL DATA





Age 37 years old
Name Gareth
Job Operations
Nationality Welsh/ Brazilian
Favourite Game Final Fantasy 7

Most Played Games


Crafting  70%
JRPG  30%



MOTIVATIONS

Music 
Food 
Nature 
Gaming 

Party Trick

-  Ear Can Make A Popping sound
-  Can Bend Thumb 90 Degrees



02

SESSION DETAILS

What we will be covering over this session



SESSION 1

Flowlabs



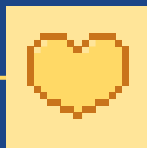
TUTORIAL

Logging in and following a simple tutorial for Flowlabs



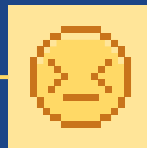
Learning:

- Character Creation
- Sprite Animation
- Camera Controls



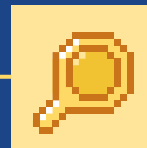
Learning:

- Health + Damage
- Sound Effects
- Level Design



Learning:

- Enemy Behaviour
- Shooting Skill
- Boss Level



EXPLORE

Use the remaining time to expand on your game design or use the explore sheet



03

What is a GDD

Why have a Game Design Document and why it's a good idea to have one.



THE 6 STAGES TO GAME DESIGN

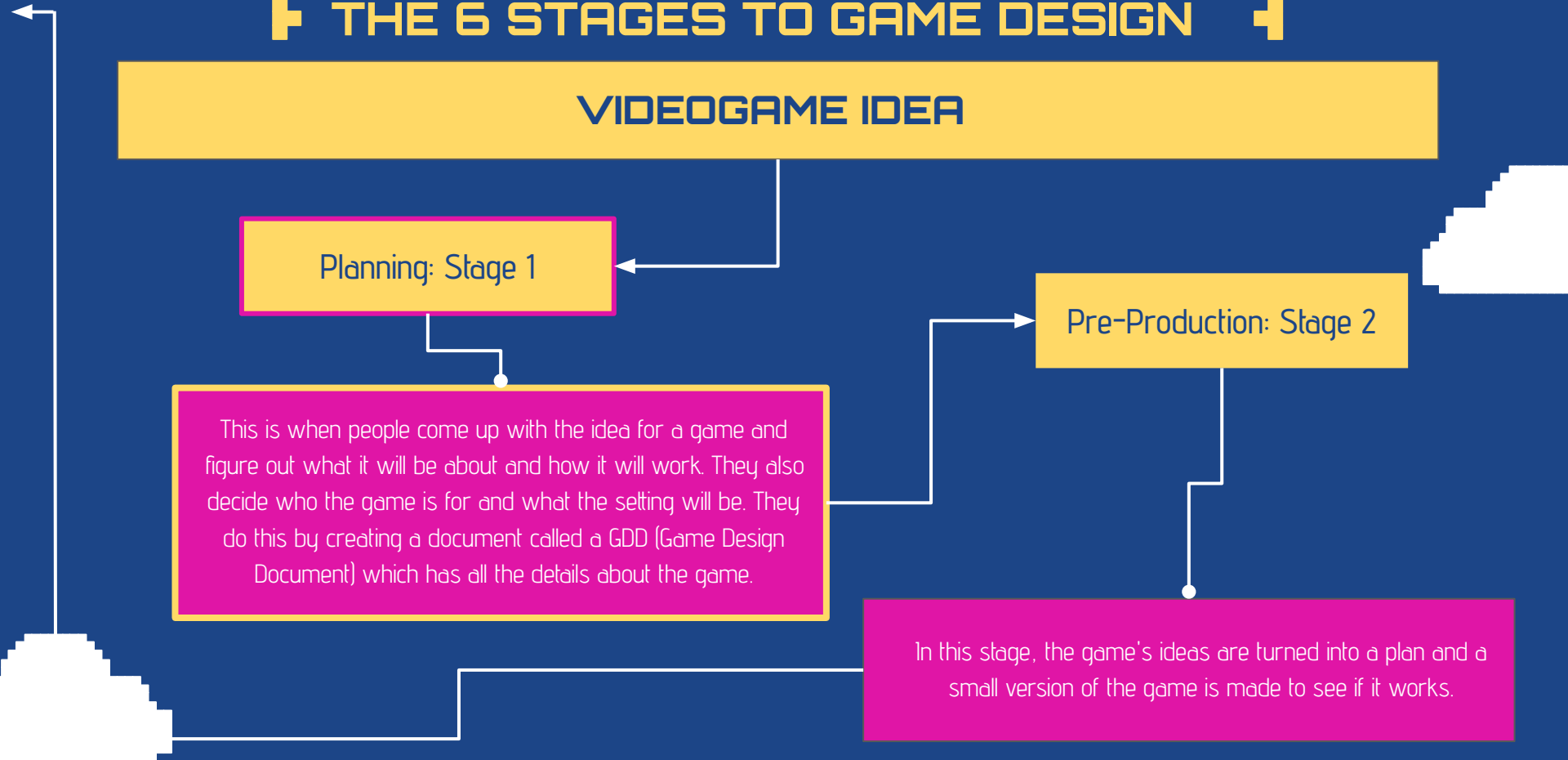
VIDEOGAME IDEA

Planning: Stage 1

This is when people come up with the idea for a game and figure out what it will be about and how it will work. They also decide who the game is for and what the setting will be. They do this by creating a document called a GDD (Game Design Document) which has all the details about the game.

Pre-Production: Stage 2

In this stage, the game's ideas are turned into a plan and a small version of the game is made to see if it works.



```
graph LR; A[Pre-production: Stage 1] --> B[Production: Stage 3]; B --> C[Testing: Stage 4]; C --> D[Release: Stage 5]; D --> E[Post Release: Stage 6]; E --> A;
```

This is when the game is actually made. People create the things you see and do in the game and make the game work. This takes a long time.

Production: Stage 3

Testing: Stage 4

After the game is finished, it is tested to make sure there are no mistakes and it is fun to play. This can be done by the people who made the game or by other people.

Release: Stage 5

Even after the game is released, the people who made it may continue to make it better by adding new things or fixing problems.

Post Release: Stage 6

When the game is ready to be played by everyone, it is made available to buy or download.

What Is The Point Of A Game Design Document?

A game design document, or GDD, is a document that has all the information about what will be in a game and how it will work. It helps everyone on the team know what they need to do to make the game. There are many different ways to fill out a GDD, and there isn't one right way to do it. As long as the GDD covers all the important points, it is considered a good game design document. It doesn't matter if you are a big team or a small team, or if you are making a big game or a small game, a **GDD can help you make a great game.**





04

GDD FOR SESSION 1

Going over what a Game Design Document would look for this session.

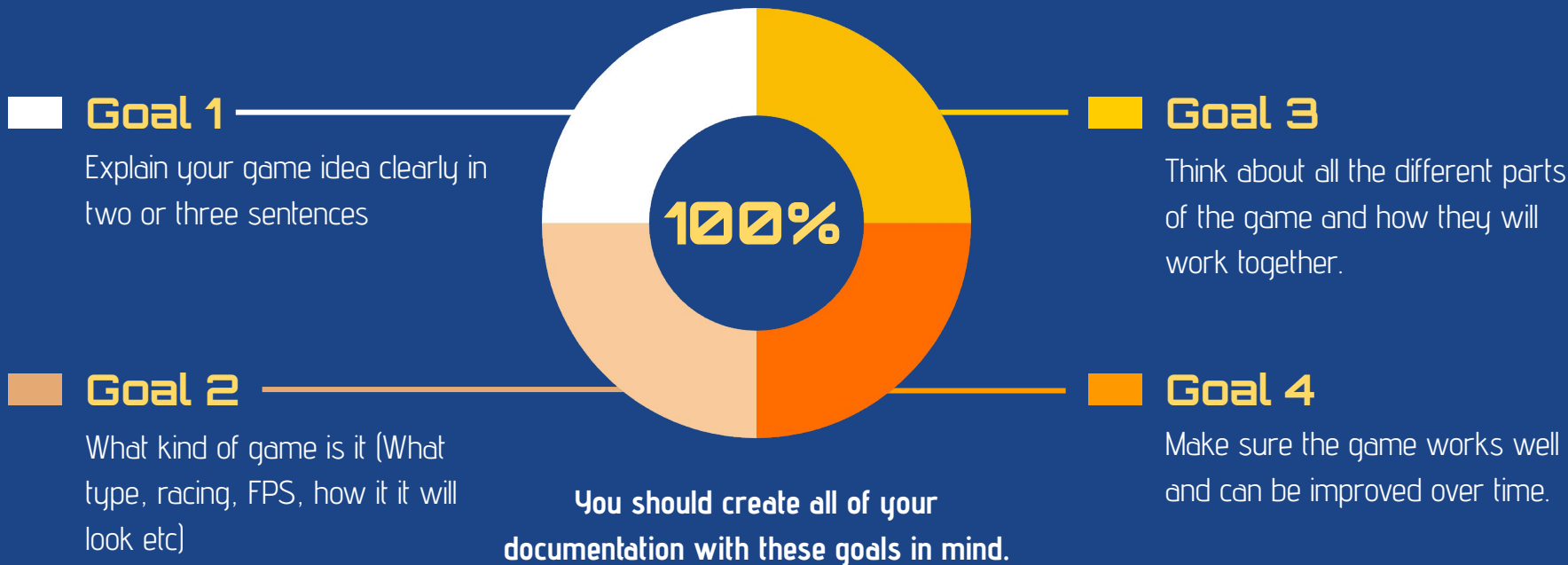




What's In A GDD?



A great game design document should achieve the following goals:



EXAMPLE OF GDD FOR THIS SESSION

GOAL 1

Explain your game idea clearly in two or three sentences

A simple platform game that will take the player through a range of levels and bosses to defeat.

1 start screen

1 win/end screen

1-2 platform levels

1 Boss level

(This is considered a full loop, where a player can play the game, win and replay as needed)

GOAL 2

What kind of game is it (What type, racing, FPS, how it it will look etc)

- Flowlab engine
- 2D
- Platformer
- Style of Sprites
- Level design
- 8-Bit Sounds
- Contains 4-5 stages

Player



Monster/ boss



EXAMPLE OF GDD FOR THIS SESSION

GOAL 3

Think about all the different parts of the game and how they will work together.

- Keyboard input: allows the player to run, jump, and shoot.
- Player can collect stars to use as ammo for shooting.
- To progress to the next level, the player must activate a switch and go through an open door.
- If the player's health is reduced to 0, the level restarts.
- Normal monsters in the level move and damage the player if touched, and can only be destroyed by shooting stars.
- Spikes in the level damage the player upon contact.
- The boss has the same mechanics as normal monsters but is larger, and gets smaller each time hit by a shooting star, until it reaches 0 and is considered killed.
- The start screen leads to level 1 and killing the boss leads to the win screen, allowing the player to restart the game.

GOAL 4

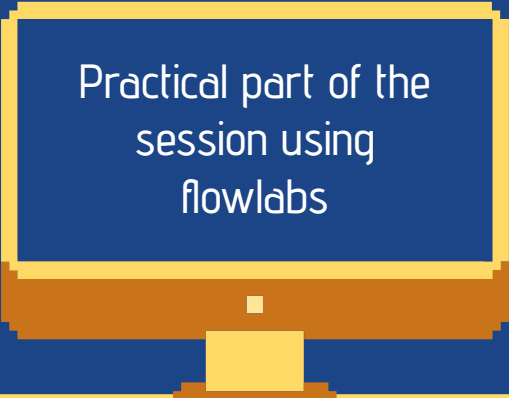
Make sure the game works well and can be improved over time.

- Testing the platform Level
 - Add additional levels
- Test boss Level
 - Increase difficulty
- Feedback from playtesters
 - Implement changes



05

LET'S START



Practical part of the
session using
flowlabs

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