

BTEC Level 3 Digital Game Design (Triple)

Part A - Bridging Work Task

This is a fantastic opportunity to expand your understanding of Digital Game Design as you prepare for enrolment and start at Franklin in September.

Please complete the work and bring a copy to your enrolment, either printed or electronically.

The work will take you around **12 hours** so plan your time to best suit you.

How do I complete and submit my task?	<p>Complete the tasks on paper/handwritten or digitally, and bring a copy, either paper or electronically, to your enrolment appointment. Also, bring this along to your first lesson in September.</p> <p>If you didn't attend the Taster Day, don't worry. It isn't essential for completing this work, but please ensure that you have completed this bridging work.</p>
Introduction to your Bridging Task	<p>This task will give you an introduction to the first topics you can expect to study in September.</p> <p>Board games and mechanics – We will be using board games to explore Game Design theories and mechanics within game play.</p> <p>Your bridging work will focus on two main things, analysis and creativity. Both elements are required throughout the course and will be challenged and improved on regularly.</p> <p style="text-align: center;">“WHAT’S WRONG WITH SNAKES AND LADDERS?”</p> <p>Using game theory (MDA, Flow theory and Loop theory) we need to review the family favourite that is Snakes and Ladders and figure out why it doesn't work. We will be applying Game Design theories to help us analyse and evaluate before redesigning the game with an improved player experience.</p>

Task details

“What’s Wrong with Snakes and Ladders?”

1. RESEARCH

- a. Create a visual reference board (*that’s a collection of images of inspiration from other games such as board games, card games or even video games*) that could influence you.
- b. Analyse and evaluate a board game using MDA, Game Flow and Game Loop Theories, looking at their game play experience, the balance between frustrations and boredom and player decisions and interaction within the game **(250 words)**.
- c. Create a mood board for your game, (*that will be a collection of not only images but words and colours to explore your game's possible theme, colour palette, players, icons, hazards, font, style etc*).

2. SKETCH AND DEVELOPMENT

- a. What will you change to improve the game play experience of Snakes and Ladders? Focus on just 1 thing.
(Identify your new mechanics (rules and tools) to improve the dynamics (how the game is played) to create a better aesthetics (game play experience).)
- b. From your reference board and mood board start sketching your players/tokens and your board.
- c. Create a mind map for possible game names, settle with 1 or 2 and develop these into a nice typography / lettering for your game.

3. PROTOTYPE

- a. Create a prototype of your ‘new Snakes and Ladders’ game.
(Complete with a new board, tokens, etc.)
- b. Create a prototype of Player cards / Tokens / Special Items

4. PLAYTESTING

- a. Play test - Test your game with family and friends.
Record a play through of your game (start to finish).
- b. Create a play test table as shown below:

Feature of Game	Did it Work?	What Changes Were Made?	Review of New Version

- c. Gather feedback through the play test table.
- d. Identify issues, find solutions and action these for refinement
- e. Final Play test - after feedback and refinement: Play test - Test your game with family and friends. Record a play through of your game (start to finish).

5. REFLECTION AND EVALUATION

- a. Looking back and referencing the game theories (MDA, Game Flow Theory, Game Loop Theory) as well as your feedback:

Write a 500 word essay answering: How did your redesigned game improve the gameplay experience of Snakes and Ladders?

For more guidance see:

[BTEC Level 3 Digital Games Design](#)



Resources to help you with the Bridging Task

You can also use the following websites to help with the task:

- Instagram / Pinterest / Art Station

You can also use any other research sources and materials you wish.

Extension Tasks

Extension Tasks to stretch and challenge you	<p>If you have completed the above to the best of your ability, feel free to try this extension task (<i>this is optional</i>):</p> <p>Create concept art of the environment or locations that might feature in the same game, these could include your character, but it doesn't have to.</p>
Massive Open Online Courses (MOOCs)	<p>You might enrol and complete the following to push you a little further (this is optional):</p> <p>Follow along with Ross Draws on YouTube.</p> <p>Illustration & Concept Art Master Course Series</p> <p>There are a wide range of tutorials on YouTube. Courses are also available on: Skillshare / Domestika / Udemy. NOTE: Some courses may not be free.</p>

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Part B – Preparing for Studying at Franklin

A fantastic opportunity to widen your understanding of the course.

Examining Board and Specification

This course is a [BTEC Level 3 Course](#) and runs as a Triple, this means it will be the equivalent of 3 subjects/A Levels.

With this course being a Triple, it means we can really go in depth into theories, building skillsets and getting a thorough understanding of the Game Design and Animation industries.

Over the course of the programme, you will cover a range of disciplines all used within the Game Design industry, as well as Animation. This will give you a good insight into both industries, allow for you to build and develop skills as well as a good understanding of theories and knowledge for your next steps.

The course itself is purely coursework with no exams, and you will learn a variety of software and skills required to create video games, from the visuals, to planning, modelling and creating a game from scratch. The key skills you will need to be on top of are; time management, meeting deadlines and resilience!

We cover the following larger topics:

- Concept Art / Illustration
- Animation
- 3D Modelling and Environments
- Game Design and Development
- Portfolio and Progression Building (including trips / guest speakers)

Studying this course will give you a wide range of skills:

- A variety of skills useful across the creative industry
- Creative Thinking
- Creating games from start to finish

Progression after this course:

This qualification will allow you to further study at university or apprenticeship, create your own work and potentially move into the industry in the future.

**Preparing for
the course**

**Here are some helpful sources of information if you would like further
information about the subject:**

Reading:

ImagineFX

Character Design Quarterly

Computer Arts

Drawing Basics and Video Game Art – Solarski C (2012)

Watching:

[Computer Arts](#)

[BAFTA's Young Game Designers](#)

[Adobe Creative Cloud](#)

[ImagineFX](#)

Websites:

[Artstation Magazine](#)

[Creative Blog](#)