Description: A typical design document is 90% text and contains very few visuals. Unfortunately, this methodology often creates cryptic and difficult language that does not easily communicate the message. For your final project, you will be creating a one page design (or series of one page designs depending on your game). The one page design should still incorporate most of the elements found in a traditional design document including, Game Mechanics, User Interface, Artistic Style, Story, and Level Design. An example of a one page design can be seen in Figure 1 and a template can be seen in Figure 2.

Figure 1: An example of a One Page Design.

Deliverables You are responsible for submitting,
1. A one page or series of one page designs that describe your game.

Submission Submit the files on Blackboard.
Figure 2: An example template that you can follow.