



Abertay  
University®

ABERTAY  
DIGITAL  
GRADUATE  
SHOW

# GAME DEVELOPMENT BOOKLET

Create your own game  
concept using this booklet as  
a guide.

# ABERTAY DIGITAL GRADUATE SHOW



Are you interested in being  
a game developer?

Would you like to create  
your own games?

Take inspiration from the incredible work of  
our students at Abertay Digital Graduate Show  
and use this booklet come up with your own  
concept for an amazing new game!

# YOUR GAME

What is your game called?

What is your game about?

**Who is your lead character(s)? E.g. Wizard, scientist, school pupil, animal, super hero**

**What does the character (i.e the player) do?**

**Where does your game take place? E.g. castle, lab, school, alleyway, outer space**

**What is the objective of your game?**

**What challenges will the player face? E.g. obstacles, puzzles, enemies**

**What kind of experience do you want the player to have? E.g. fun, scary, serious, intriguing**

**What sounds do you need in your game?**

**Sketch the characters(s) in your game. What do they look like? What are they wearing?**





**Sketch the objects you need in your game.  
E.g. a car, a magic wand, buildings**





**For more information please visit  
[www.abertay.ac.uk](http://www.abertay.ac.uk)**