

Job Order 1

GamCo, Ltd. CLIENT SPEC SHEET

JOB ORDER 1a Preliminary Sketches

DUE: 01/31/15

JOB ORDER 1b Design Documents and Storyboards

DUE: 02/07/15

Assigned by: Creative Director, Games Division

Assigned to Team: _____ Team Member: _____

Client: UR Games LLC.

Job Description: Create Storyboard Drawings and Design Docs for Level I

1.a. Game Concept and Concept Drawings:

- (1) Provide a one paragraph description of the game, including story, player(s), environment, cut scene(s), narration, instructions, etc.
- (2) Assemble reference photos to become the basis for your designs.
- (3) On paper design the vehicle/player and environment objects for first level, including drawings of the above.

1.b. Write a Design Document. List everything required to build the player asset and the environment, including all 3D models, textures, lighting, music/audio, animation, images, GUI, win/lose screens, etc.

Primary use: The object of the game is to train people how to navigate the player/vehicle through the obstacle course to the goal, while avoiding traps.

Overview: From this can come a basic driving game, treasure hunt, etc. with a puzzle maze or timed trial for example.

Each design needs to be creative, simple and fun. Remember you must finish on time.

Timeline and Specification Requirements:

- **Minimum** of eight sketches (top and side views), at least 2 pages Design docs.
- **Design Notes:** scale, textures, and polygon budgets, .
- **Print the Design document:** should include everything required to build the game.
- **Texture Requirements:** Blinn Shaders and Flattened or Baked Bitmaps Only. -- **No** procedural or layered Maps, but separate Diffuse, Specular, Normal & Bump maps are supported. Max size 1024 x 1024
- **File Name** - Last name, first name, underscore p2.max (e.g. **abouafJ_J1a.max**)

Sign off: Preliminary Sketches Date _____ Initials _____

Design Docs/Storyboards Date _____ Initials _____