Criteria	Weighting	Clear Fail	Near Pass	3rd	2:2	2:1	1st	>1st
Project Proposal	10%	Nothing submitted	Project proposal incomplete. Project description lacking in detail. Very little rationale given for the project. Project goals are extremely vague. Key project indicators are extremely vague.	Project proposal complete. Project description is vague, and there is some link to the justification. The rationale does not give a compelling reason for the project. Project goals are vague. Key project indicators are vague.	Project proposal complete. Project description is generally good, it has some links to the justification. The rationale gives a compelling reason for the project and shows some signs of a link to a professional goals. Key project indicators are linked to rationale and project description.	Project proposal complete. Project description is very good, it has clear links to the justification. The rationale gives a compelling reason for the project and shows clear links to a professional goals. Key project indicators are linked to rationale and project description.	Project proposal complete. Project description is excellent, it has clear links to the justification. The rationale gives a compelling reason for the project and shows very clear links to a professional goals. Key project indicators are linked to rationale and project description.	Project proposal complete. Project description is exceptional, it has clear links to the justification. The rationale gives a compelling reason for the project and shows very clear links to a professional goals. Key project indicators are linked to rationale and project description.

Speculative Client Brief / Proposal

Speculative Client Brief

Client: Riot Games

Game: *Teamfight Tactics,* (2019)

Brief Description: Riot Games wants me to concept the overall theme of the next TFT set, including the next set mechanic and prototype this. They'd also like me to concept what the traits could be for this set in relation to the overall theme. I will need to prototype some of these traits to make sure the set appeals to long term players of TFT as well as potentially new players.

Target Audience: TFT can be easily picked up by new players, however it has a large skill ceiling for experienced players to test and improve their skills at the game. Therefore, the new set needs to account for the skill gap in different levels of experience between players. TFT changes set every season meaning that players who may have dropped the game during a previous set might return at any point to try out the new set. Therefore, there should be limited repeated gameplay, and the new set should offer a fresh take on the game that excites players.

Key Objectives: Set theme and mechanic should offer a fresh take on the game and a new way for players to engage with the game. Traits should synergies with each other so that they offer players a variety of possible play styles to try out and engage with. Traits should also be relatively intuitive to understand so that players can pick up their

benefits after playing them a couple of times. Traits should also be balanced so that no one trait offers a dominant playstyle.

Timeline: I will have 8 and a half weeks to complete this project before the set theme, and some traits will need to be passed off to the marketing team to generate player excitement for this new set before its release.

(Speculative client brief is partially based on information researched from articles by the TFT dev team themself. Visit this link for a complete list of articles and information harvested - https://www.elliesmithgames.com/blank-2-1-1)

Project Proposal

Project Description

To adapt one or two of the underpinning systems of an auto chess game to create a fresh interpretation of the genre. The relevance of this to my rationale is that I'm interested in the design and implementation of systems, and I need a portfolio piece that can show this off as well as my ability to balance systems.

Combos System

The client wants an original set mechanic. To fulfill this I'll develop a combinations system so that players have more control over developing strategies and modifying champion stats in relation to traits by strategically combining different units together.

Traits System

I'll be adapting the traits system, making sure that the traits offer unique and interesting strategies to the player, and that units can be combined to create interesting synergies. I'll need to spend time balancing the traits to make sure no dominant strategies arise.

Stretch Goals

Anything visual including an overhaul of the UI to match the set theme more closely. I'll also be looking into visual assets that can differentiate combined units from uncombined ones. VFX can be used to reinforce traits and their different styles of gameplay. Any development on systems outside of the traits / combo's system will be extra work but might be important to reinforce the experience of interacting with the primary systems.

Project Details

Game Engine: I will use unity since I'm most confident with c# and want to focus on displaying my design skills instead of learning coding practices.

Thematic Overview: The traits system will be based on dogs, taking inspiration from the different abilities and specialisms of dog breeds to create traits that bounce off each other in interesting ways.

Tools and Resources:

Here's some projects I could use to get the basic structure of an auto chess game without having to program it myself:

1. https://github.com/fire-walk-with-me/Auto-Chess_Unity
2. https://assetstore.unity.com/packages/templates/packs/auto-battles-engine-160472
3. https://assetstore.unity.com/packages/templates/packs/auto-chess-159545

I've ordered them 1-3 going from most basic functionality / least well optimized to best functionality and optimization however most expensive. I think it's probably worth it to purchase the project by Asoliddev because I will most likely end up progressing this in the future / working on other aspects of the project and it will give me the most time to focus on refining the design of the system.

Time Budget:

Here's how I plan to budget the 8 and a half weeks the client brief (module deadline) affords me:

- Weeks 4-6: Brainstorming / ideating 3-5 unique traits (synergy's)
- Weeks 6-8: Implement, test and refine the trait's
- Weeks 8-10: Brainstorming / ideating the upgrade / combo's system by creating 1-2 combos per trait
- Weeks 10-12: Implement, test and refine the upgrade system

Rationale

My two main interests are gameplay / systems design, and tech art. As a result, I'd like to create a project that showcases these two skills in a complementary way. My priority would be showing off my design skills since that is my core skillset / area of interest, and I don't currently have a strong demonstration of my technical skills. Resultingly, anything tech art related will be as stretch goals or secondary.

Having looked at job positing's for systems designers / technical designer roles the skills often asked for include:

- "Ensure high-quality implementation of complex gameplay systems, promoting **performance**, **scalability**, and **maintainability**."
- "Proactively **identify technical risks**, develop **mitigation strategies**"
- "Solve complex design challenges through **creativity**, **iteration**, and **player-focused thinking**"
- "**Analyze** game mechanics and systems **critically** to **identify areas of improvement**."
- "Actively participate in **playtests** and feedback sessions, **using data and insights to iterate designs**."
- "Text-based scripting experience in C++, C# or similar is desired but not essential"
- "Design and iterate on **low level details** of the economy including **specific content, spreadsheet management, inflow and outflow of resources**"

Making a synergies system and adapting the unit upgrade system is a good choice to show off these various discipline specific skills of a systems designer because:

- By adapting the upgrade system, I will need to consider its **performance**, **maintainability,** and **scalability** from its ideation and through its creation. This

will probably raise **technical challenges**, so I'll need to develop **strategies to mitigate these risks.**

- By creating the synergies system I'll need to consider my take a **player-focused approach** to **creatively** invent and **iterate** on different traits / behaviors that afford the player different reasons to try different strategies
- I can develop a spreadsheet to model the underlying values of each trait to maintain and balance the cost to benefit ratio of the different traits. This will help me to analyze and critically evaluate each trait, what it offers the player and ways to improve underutilized or undesirable play styles / strategies
- Playtesting will be very important to understand how to improve on the design of the traits and how much utility they offer the player

The autochess genre also features a lot of interesting shaders and VFX so it will be a good opportunity to learn some of these techniques practically to refine the identity of each trait and the overall feeling of the game.

References:

https://www.riotgames.com/en/work-with-us/job/7093426/game-designer-valorant-los-angeles-usa

https://playground-games.com/careers/oK33wfw6/

https://www.riotgames.com/en/work-with-us/job/6969260/principal-game-designer-progression-and-economy-unpublished-r-d-product-los-angeles-usa

Core Criteria

The traits I develop should be marked against these core criteria:

1. How **unique** are the different traits / combo's from one another so that they offer different play styles / strategies for the player to approach the game with?
2. How well are the different traits / combo's **balanced** so that no one trait or combo is more desirable than another based on underlying power alone?
3. How **intuitive** are the different trait's / combo's for the player to understand and pick up their play style?

https://teamfighttactics.leagueoflegends.com/en-gb/news/dev/talking-tactics-game-analysis-team-gat/

Stretch Goal 1

Overhaul the UI. Create new icons and visuals to represent the traits and the style of gameplay the traits give. Add audio ques that add to the feel and overall theme of the adaptation.

Stretch Goal 2

Create some sort of visual indicator to differentiate combined (upgraded) units over ordinary units

Stretch Goal 3

Create separate VFX for each trait ability to communicate the style of gameplay to the player.

. . .

Binding of isaac guy – mewgenics – cat breed abilities
Wobbledogs – dog breeding game

Bibliography:
Teamfight Tactics (2019) [PC] Riot Games

https://assetstore.unity.com/packages/3d/characters/animals/lowpoly-dogs-pack-164065

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