



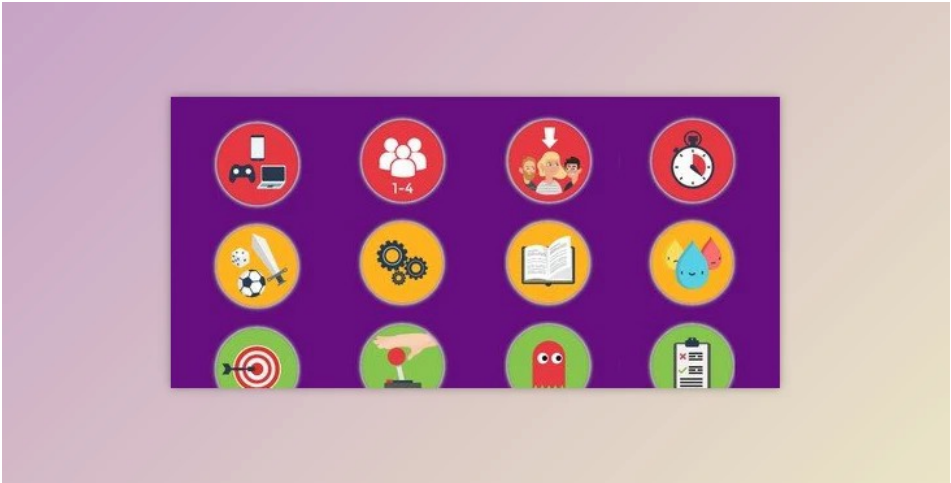
## Welcome To Game Design – Game Design Canvas And Document

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**Welcome To Game Design – Game Design Canvas And Document:** This course aims to guide you through building a comprehensive Game Design Canvas applicable to any gaming project you undertake. You will gain insights into various aspects of game design, accompanied by clear explanations and illustrative examples.

The course aims to equip you with the skills to develop gaming projects from scratch, utilizing project management tools, brainstorming techniques, and practical strategies to create meaningful games.

Initially, you will learn how to determine the purpose of your project and establish metrics aligned with your objectives. Then, we delve into the foundational elements:

**The "Red Sign" phase focuses on defining:**

- Platforms
- Number of Players
- Target Audience
- Duration

**Moving to the "Yellow Sign" phase, you will explore:**

- Genres
- Mechanics
- Story and Theme
- Aesthetics

**Finally, we explore the fundamental components that define a game:**

- Goals
- Interaction
- Obstacles
- Rules

Throughout the course, you will encounter exercises designed to reinforce your learning. While optional, these exercises can significantly enhance your understanding of game design principles. Quizzes will also be provided to aid in retention and recall.

Additionally, you will have access to downloadable course materials, including presentations used during the lessons.

By the course's conclusion, you will have gained invaluable game design knowledge, transforming your gaming perspective. Armed with these insights, playing games will never be the same again; it's akin to acquiring a bionic eye for dissecting the intricacies of game creation.



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