VIDEO GAME BOX DESIGN PROJECT • MARCH 2013

NAME\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ PD\_\_\_\_\_\_\_\_\_\_\_\_\_

**PART 1 OF 4: WHAT IS YOUR GAME ABOUT? (25 Points)**How does it work? Who are the characters? Is it in the Past, the Present or the future? Is it other-worldly? Is it post-apocalyptic earth? Write a brief description about your game. Be sure to look at other Game Box designs to see what they have done. Keep this brief, it needs to fit on the back side of the Game Box. After I have given you approval and your grade, you may move on to the next Part. Use this space below to write out your Game Description: Please type!

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**PART 2 OF 4:
WHAT IS THE NAME OF YOUR GAME? WHAT TYPEFACE WILL YOU USE? (25 Points)**What will you call your Game? See what the professionals have done. Use their examples to inspire you. As a matter of fact, please include the name of your favorite game(s) in this section. Here, also, is where you will choose the Font / Typeface from dafont.com. Use this space below to write out your Game name & the Typeface you will use. Once I approve this part, you can move forward. Type the following:

**NAME OF MY GAME** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**MY FAVORITE VIDEO GAME IS:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**THE TYPEFACE** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Go to the dafont.com Tutorial on our website:
*http://www.msbabkiesclass.com/dafont-tutorial.html***Follow the steps of this tutorial to custom design your game title.
The title will appear on the front, the “Spine” and on the back – above the description.

**ALSO:** You may definitely use one of System Fonts for this Design – You must use the Type as a Photo Exercise we did earlier this term. You will be using Backgrounds and Textures from the internet (see the next step) as part of your Game Design. You must use an interesting Font – if you use the first font that comes up - the default font - you will have to re-do your work.

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**PART 3 OF 4: BACKGROUNDS & TEXTURES (25 Points)**Go to the Internet; the Web and look up Backgrounds and Textures. Choose a few to consider, let’s say choose 4 backgrounds and / or textures that might work for your Game Box Design. Again, look at the professional game box designs. What have they used? Is it a stark, dark background? Maybe it’s an other-worldly landscape? You may use that as an inspiration. Remember the exercise we did called Composite? We chose a good “Sky” picture and a good “Landscape” picture and put the 2 together. You can use that exercise to create your Game Box Design.

**Write out the name of the Background or Texture you will use below:** Please type:

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**PART 4 OF 4: VIDEO GAME BOX FINAL ART (25 Points)**

You will get a grade for each part of this project. Each week during the month of March we’ll check in.
This project will take the month of March and the first week of April as we have a nice little vacation the last week of March.