

Level/Terrain Builder Pre-Production Journal

NAME _____ PERIOD 1 2 3 4 5 6

- Title blog post: **GAME NAME** Level Builder Pre-production Journal
- Use **Section Headings** in blog post _____

Summary

- Describe art pre-production process for your game _____

Explanation of the Game Vision

- Explain your vision or concept behind the game _____
- Include the reasons for wanting to make this game _____

Contributions to Game Development Plan

- Include evidence of contributions to game plan _____

Project General Aesthetics

- Include evidence of helping mold general aesthetics _____

Tasks and Milestones

- Include evidence of your tasks and/or milestones
 - 1 - Few tasks, missing key tasks _____
 - 2 - Some tasks, missing some key tasks _____
 - 3 - Most tasks required for project _____
 - 4 - All tasks required for project _____

List of Level / Terrain Features

- Include evidence of a detailed list needed features
 - 1 - Incomplete list of needed level elements _____
 - 2 - Complete list of needed level elements _____

Sketches of Levels or Environment

- Include evidence of concept sketches / designs _____

What I Learned and Problems I Solved in Pre-production

- Explain what you **learned & problems you solved** _____
- Use proper grammar; (i.e. 'i', complete sentences) _____

15 POINTS TOTAL _____

REVIEW'S NAME _____

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