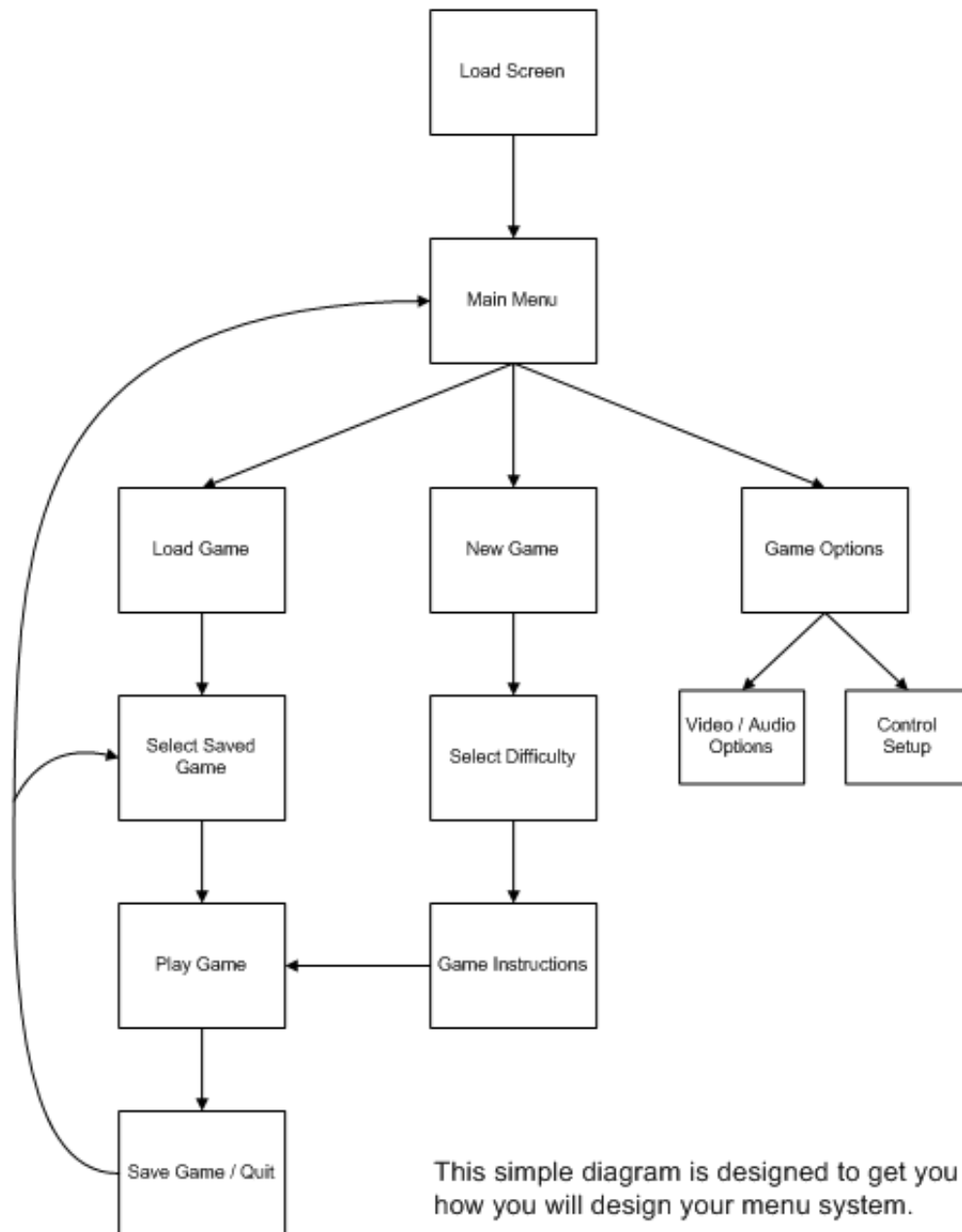**Project Scheduling & Game Layout Examples**

The following examples are meant merely as a guide to give you an idea on how you might schedule, or visually organize your game project. Contestants should use these templates as a reference only and should create a custom version that fits the needs of their particular project. These examples are not meant as instructions in any way on how contestants should build their specific project.

There are many examples of storyboarding methods and project scheduling on the internet and in books. If contestants would like to go further in this practice it's recommended that they seek out these sources.
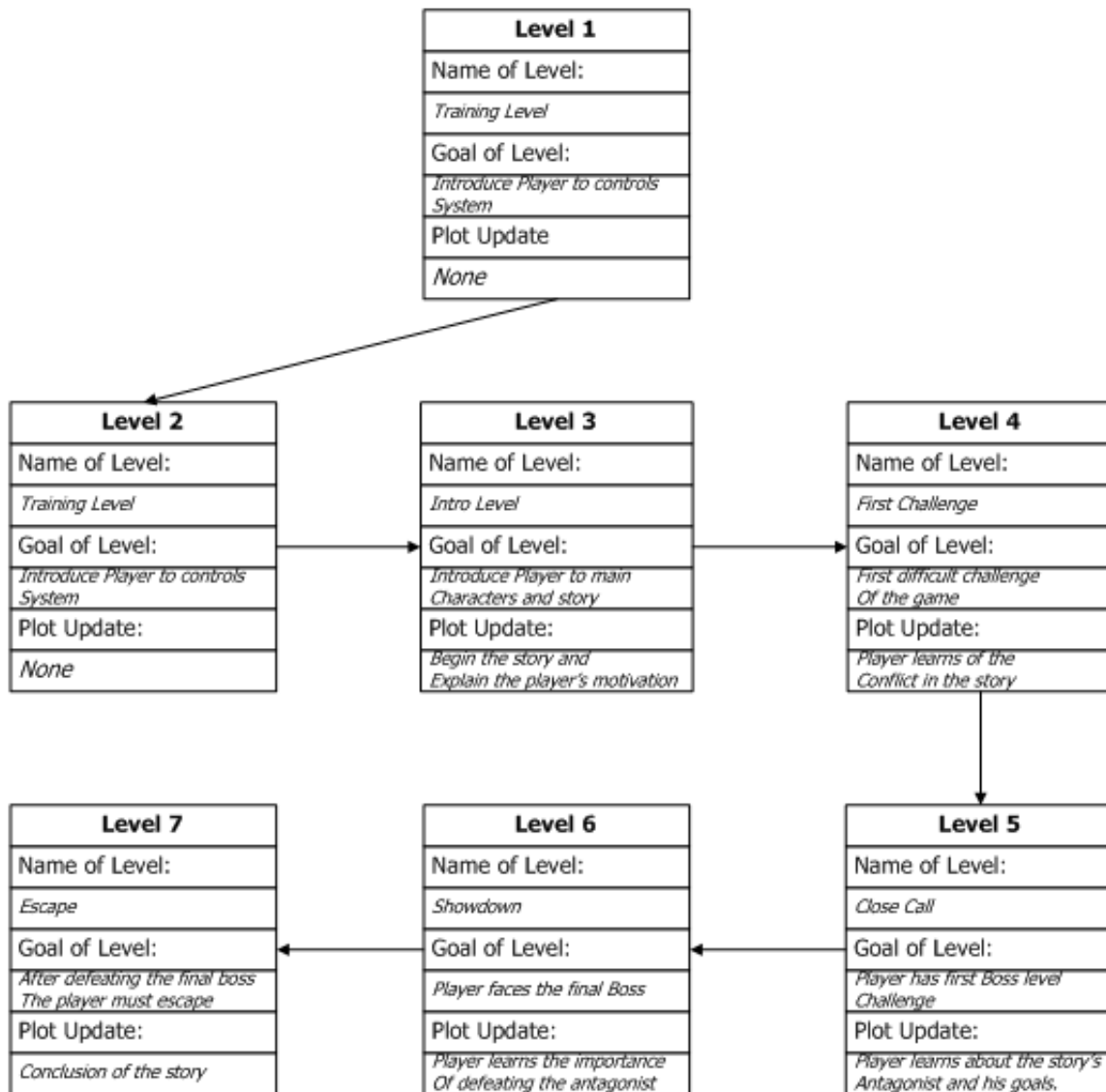
My Game – Menu Layout

```
                          ┌──────────────┐
                          │  Load Screen │
                          └──────────────┘
                                 │
                                 ▼
                          ┌──────────────┐
                          │  Main Menu   │
                          └──────────────┘
              ┌──────────────────┼──────────────────┐
              ▼                   ▼                  ▼
      ┌──────────────┐   ┌──────────────┐   ┌──────────────┐
      │  Load Game   │   │  New Game    │   │ Game Options │
      └──────────────┘   └──────────────┘   └──────────────┘
              │                  │              ┌──────┴──────┐
              ▼                  ▼              ▼             ▼
      ┌──────────────┐   ┌──────────────┐  ┌──────────┐ ┌──────────┐
      │ Select Saved │   │    Select    │  │ Video /  │ │ Control  │
      │    Game      │   │  Difficulty  │  │  Audio   │ │  Setup   │
      └──────────────┘   └──────────────┘  │ Options  │ └──────────┘
              │                  │          └──────────┘
              ▼                  ▼
      ┌──────────────┐   ┌──────────────┐
      │  Play Game   │◄──│     Game     │
      └──────────────┘   │ Instructions │
              │          └──────────────┘
              ▼
      ┌──────────────┐
      │ Save Game /  │
      │    Quit      │
      └──────────────┘
```

This simple diagram is designed to get you thinking about how you will design your menu system.
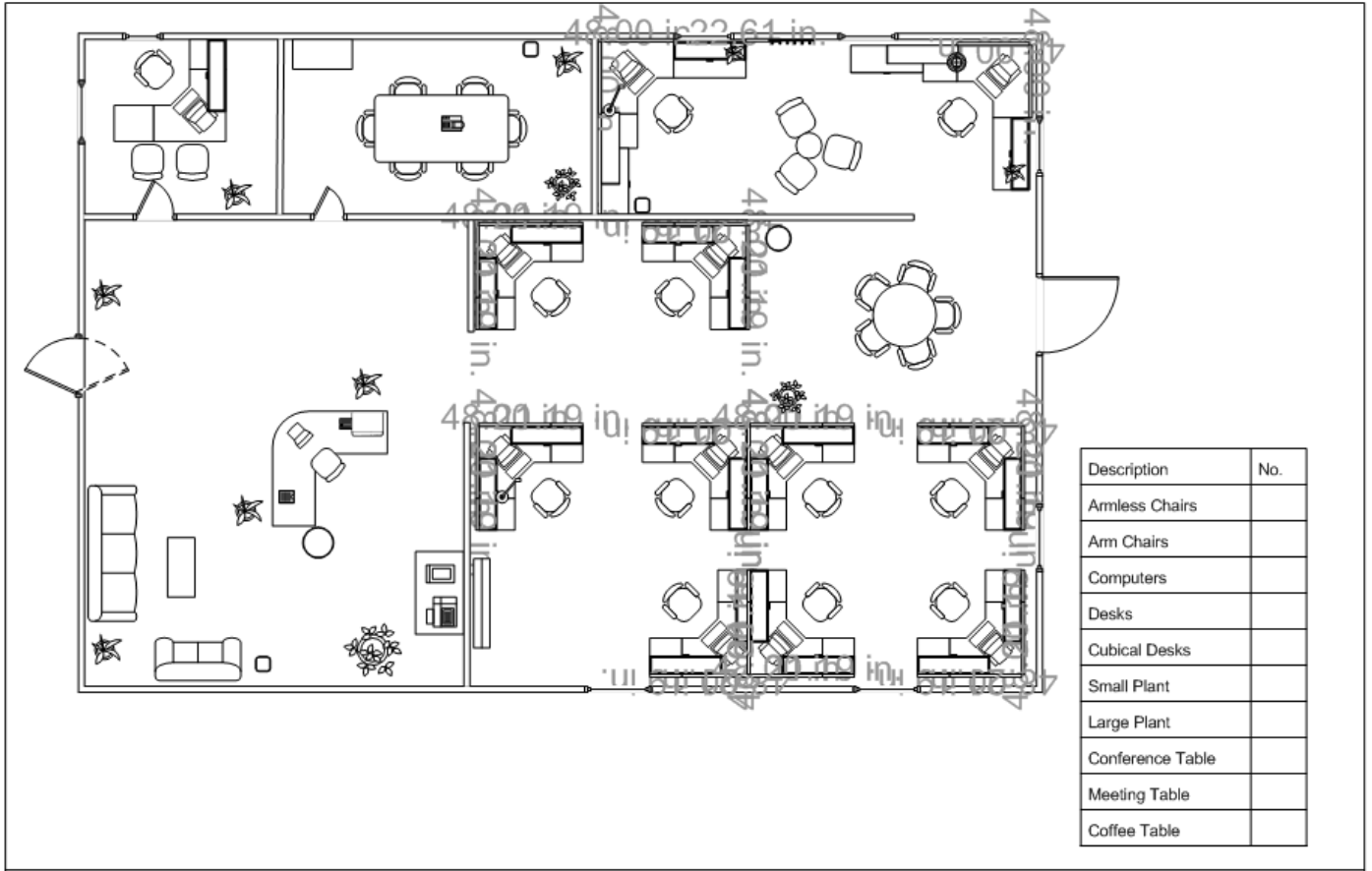
You don't have to follow this diagram exactly but you should include the basic menu items needed to begin a new game and to quit to the main menu at a minimum.

My Game – Level Sequence

Level 1
Name of Level:
Training Level
Goal of Level:
Introduce Player to controls System
Plot Update
None

Level 2
Name of Level:
Training Level
Goal of Level:
Introduce Player to controls System
Plot Update:
None

Level 3
Name of Level:
Intro Level
Goal of Level:
Introduce Player to main Characters and story
Plot Update:
Begin the story and Explain the player's motivation

Level 4
Name of Level:
First Challenge
Goal of Level:
First difficult challenge Of the game
Plot Update:
Player learns of the Conflict in the story

Level 7
Name of Level:
Escape
Goal of Level:
After defeating the final boss The player must escape
Plot Update:
Conclusion of the story

Level 6
Name of Level:
Showdown
Goal of Level:
Player faces the final Boss
Plot Update:
Player learns the importance Of defeating the antagonist

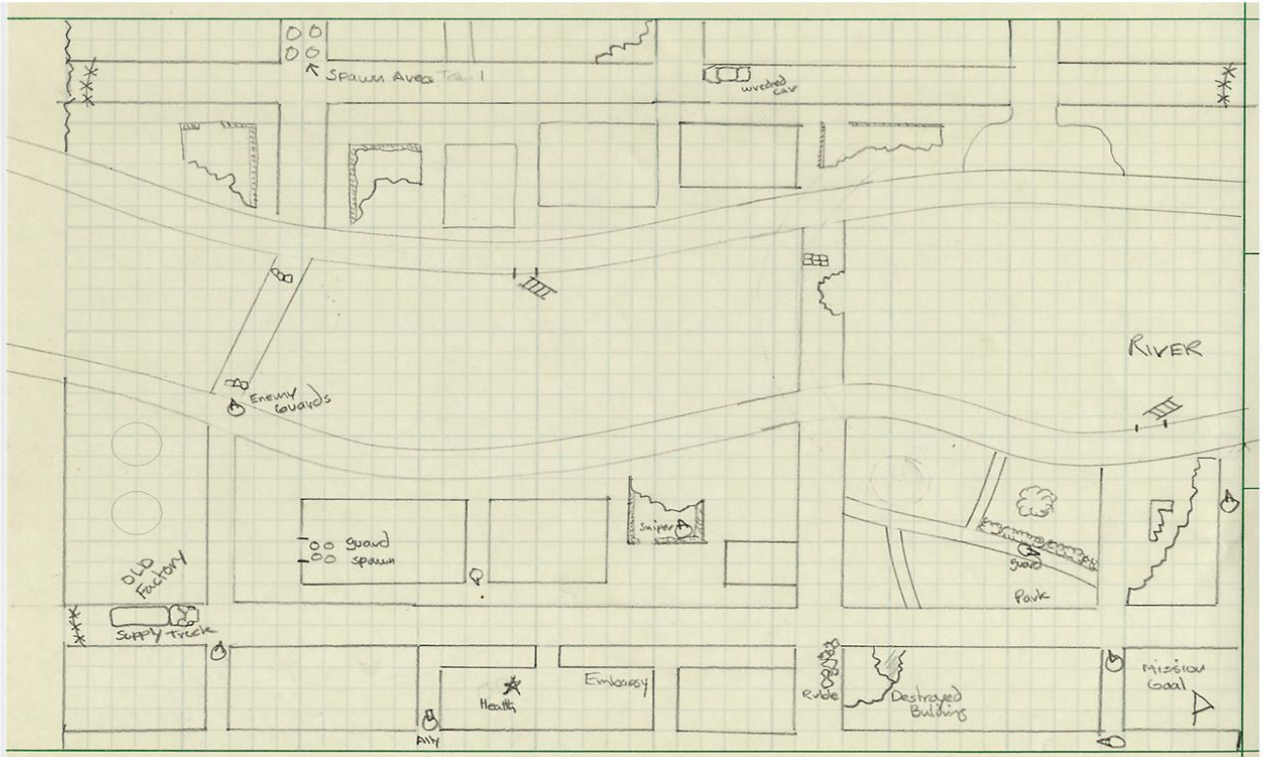| Level 5 |
|---|
| Name of Level: |
| *Close Call* |
| Goal of Level: |
| *Player has first Boss level Challenge* |
| Plot Update: |
| *Player learns about the story's Antagonist and his goals.* |

The above represents a very simple example of level sequence diagram. You may choose to put as much information into each box or as little as your game requires. Feel free to work with more or less levels depending on the type of game experience you want to create.

In this example, I have chosen to include updates to the plot of the game in each level. This may not be relevant to the type of game you are creating so you shouldn't feel compelled to follow this diagram exactly. It's merely designed to get you thinking about how you will visualize the progression of your game. Level Diagrams like these are great ways to communicate your vision with your team and keep people focused once production begins.

Description	No.
Armless Chairs	
Arm Chairs	
Computers	
Desks	
Cubical Desks	
Small Plant	
Large Plant	
Conference Table	
Meeting Table	
Coffee Table	

Interior Level Layout Example

This is a basic example of an interior level layout diagram. Diagramming your levels will not only help you visualize your game but they will help you to plan out all of your required art assets. In the above example you can count the number of desks, plants, computers, etc… that you will need to build before you can populate your level. Remember that once you've created a model of something you can reuse it many times. Remember when creating a level layout to make it as near to scale as possible.

The diagram above is a simple example of an outdoor level layout. This is a great way to visualize your game level. As well this will help you plan out your production of game assets. Your own diagram will be more or less detailed based on the type of game you are creating.

Remember when you are creating this type of level layout to make it as near to scale as possible.