

Game Design SIL (Summer Independent Learning) Year 12-13 2024

Your Summer Learning is split into two tasks. The first focuses on you considering your own progression in to the games industry and potential job opportunities. The second is a more creative task.

Task One

Using the PowerPoint guide, [SIL Task - Career Planning \(1\) \(1\).pptx](#)

construct a CV appropriate for finding work in the games industry. Following the guide, research potential job opportunities and carry

out a skills audit to assess what you need to do in order to be successful.

Task Two

Create a one pager Boardgame/RPG inspired by GrantHowitt's one page RPG's <https://gshowitt.itch.io/> notable ones being Honey Heist and Crash Pandas

All rules and roles of the game should fit onto a single sheet of A4. Don't worry about the story too much it's all about fast mechanics and fun!

You must include:

1. The idea
2. The goal
3. The challenge
4. Various mechanics and interactions used

A video of you playing the game with someone (no longer than a minute)