



Gold Belt Ninja Planning Document

Name: _____

Start Date: _____

End Date: _____

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PLANNING PHASE

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PLANNING - MAIN IDEA

Fill out the chart below by describing up to four "big picture" ideas that you could turn into a Gold Belt project.

After discussing with your Code Sensei, **circle** the idea that you plan on moving forward with.

PLANNING – GENRE, THEME, AND SETTING

Think about the main idea of your project. What kind of action makes the most sense for it?

Consider the theme and genre of your project. Where will your project take place?

PLANNING – INSPIRATION

Write down some examples (e.g. games, movies, tv shows, songs) that you can use for inspiration and your reasoning for including it.

PLANNING – GAMEPLAY

How does the user complete the project? How do they win or lose?

What obstacles, conflicts, or challenges will the user experience?

Why would players replay the game again? Is there a high score, a best time, randomized levels?

DEV DIARY #1 - PLANNING

Dev Diaries will be used to document your Gold Belt process. Review each question below and consider your response. Write your answer in each of the boxes below, or record a video with your responses!

Introduce yourself: Tell how old you are, how long you have been at Code Ninjas, and your 3 favorite things about being a Ninja.

Describe the project that you plan to create and a feature that you're excited about.

Explain any challenges you anticipate in the prototyping phase, and how you plan to overcome them.

PLANNING PHASE CHECKLIST

- All Planning document sections are complete.
- A clear project idea has been selected.
- The project's theme and story are appropriate.
- The project's scope is manageable.
- Dev Diary 1 is complete.

PROTOTYPING PHASE

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PROTOTYPING - MAIN INTERACTION MECHANICS

Circle one of the mechanics below to use for your main interaction. If needed, fill in the blank with another mechanic that fits your game better.

1. Player Movement
2. Attacking
3. Picking up items
4. Driving
5. Flying
6. _____

Use the space below to describe one game mechanic that you'd like to include from the categories above.

What kind of game object(s) will you use? What will you name your script? What nodes will you use? What behaviors will each node inherit?

Circle the Godot and GDScript concepts you will use to implement this mechanic.

Boolean	Int	Node
Camera	List	Sound
Colliders	Loop	Switch
Conditionals	Particles	Time
Destroy	Physics	Translate
Float	Raycast	Update
Function	Scene	Velocity
Input		

Using your description and selected concepts, write pseudocode for your game mechanic.

PROTOTYPING - OBSTACLE MECHANICS

Circle one of the mechanics below to use for your obstacle mechanic. If needed, fill in the blank with another mechanic that fits your game better.

1. Enemy Movement
2. Trap
3. Game Over
4. _____

Use the space below to describe one game mechanic that you'd like to include from the categories above.

What kind of game object(s) will you use? What will you name your script? What nodes will you use? What behaviors will each node inherit?

Circle the Godot and GDScript concepts you will use to implement this mechanic.

Boolean	Int	Node
Camera	List	Sound
Colliders	Loop	Switch
Conditionals	Particles	Time
Destroy	Physics	Translate
Float	Raycast	Update
Function	Scene	Velocity
Input		

Using your description and selected concepts, write pseudocode for your game mechanic.

PROTOTYPING - UI & MENU MECHANICS

Circle one of the mechanics below to use for your UI & Menu mechanic. If needed, fill in the blank with another mechanic that fits your game better.

1. Score
2. Health
3. Hints
4. Next Scene
5. _____

Use the space below to describe one game mechanic that you'd like to include from the categories above.

What kind of game object(s) will you use? What will you name your script? What nodes will you use? What behaviors will each node inherit?

Circle the Godot and GDScript concepts you will use to implement this mechanic.

Boolean	Int	Node
Camera	List	Sound
Colliders	Loop	Switch
Conditionals	Particles	Time
Destroy	Physics	Translate
Float	Raycast	Update
Function	Scene	Velocity
Input		

Using your description and selected concepts, write pseudocode for your game mechanic.

PROTOTYPING - OTHER MECHANICS

Use this space for any other game mechanics you want to include. Make sure to write the mechanic in the space below.

What kind of game object(s) will you use? What will you name your script? What nodes will you use? What behaviors will each node inherit?

Circle the Godot and GDScript concepts you will use to implement this mechanic.

Boolean	Int	Node
Camera	List	Sound
Colliders	Loop	Switch
Conditionals	Particles	Time
Destroy	Physics	Translate
Float	Raycast	Update
Function	Scene	Velocity
Input		

Using your description and selected concepts, write pseudocode for your game mechanic.

PROTOTYPING - PLAYTESTING

Q1: What did you like about my project prototype?

Sensei	
Ninja	
Other	

Q2: What could be improved in my project prototype?

Sensei	
Ninja	
Other	

Write two more questions for your playtesters.

Sample Questions:

- *What did you think of my game mechanics?*
- *What was confusing about my project?*
- *What parts felt too fast or too slow?*
- *What would you remove from the project?*

Q3: _____

Sensei	
Ninja	
Other	

Q4: _____

Sensei	
Ninja	
Other	

DEV DIARY #2 - PROTOTYPING

Reminder: Write your answers in the boxes below or record a video of yourself sharing your responses!

Tell how you planned, implemented, and modified your core mechanics as you added them to your prototype.

Discuss any challenges you faced while building your prototype, and how you overcame them.

Share something that you're excited about adding to your project in the Alpha phase!

PROTOTYPING PHASE CHECKLIST

- The Main Interaction, Obstacle, and UI mechanics sections are filled out.
- Simple shapes have been used to create a project prototype in Godot.
- The project mechanics have been mapped out with pseudocode, then implemented in Godot.
- The prototype was playtested by at least one other Ninja.
- The prototype was playtested by at least one Code Sensei.
- Dev Diary 2 has been completed.

ALPHA PHASE

Start Date:	End Date:
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ALPHA - VISUAL DESIGN

Describe or draw the visual design for your project in the space below

ALPHA - VISUAL CLARITY

How can your project's visual design provide clarity to the users?

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ALPHA - ASSETS

What are at least three assets that you want to use in your project?

Reminder: Include links for any assets found online to record them for your credits screen later.

1.
2.
3.

ALPHA - PLAYTESTING

Q1: What did you like about my project?

Sensei	
Ninja	
Other	

Q2: What could be improved in my project?

Sensei	
Ninja	
Other	

Write two more questions for your playtesters.

Sample Questions:

- *What did you like about the visual design of the project?*
- *What was confusing about the project's visual design?*
- *Which assets match the project's theme? Which do not align?*

Q3: _____

Sensei	
Ninja	
Other	

Q4: _____

Sensei	
Ninja	
Other	

DEV DIARY #3 - ALPHA

Reminder: Write your answers in the boxes below or record a video of yourself sharing your responses!

Describe how a user plays/interacts with the project.

What have you added since the Prototyping phase?

How have you used feedback to change your project?

Share something you're excited to add in the Beta phase!

ALPHA PHASE CHECKLIST

Before moving on to the Beta Phase, confirm that each item has been completed:

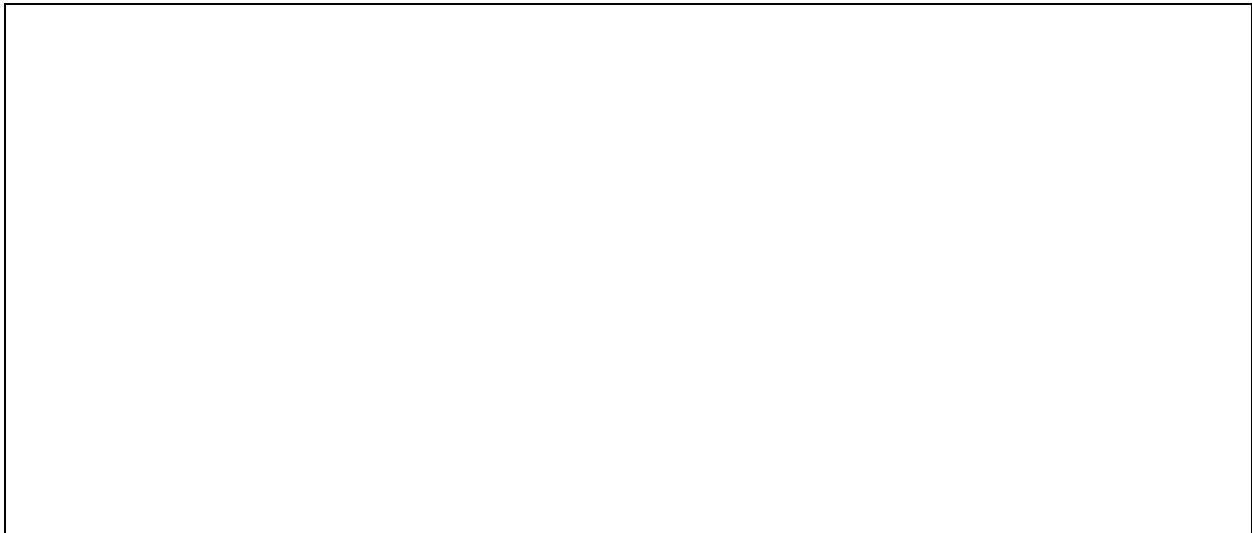
- The bulk of the project has been built out.
- A variety of assets have been used that fit the theme of the project.
- Project was playtested by at least 1 other Ninja.
- Project was playtested by at least 1 Code Sensei.
- Project has been revised based on feedback received.
- Project is bug-free and can be played from start to finish.
- Dev Diary 3 has been completed.

BETA PHASE

Start Date:	End Date:
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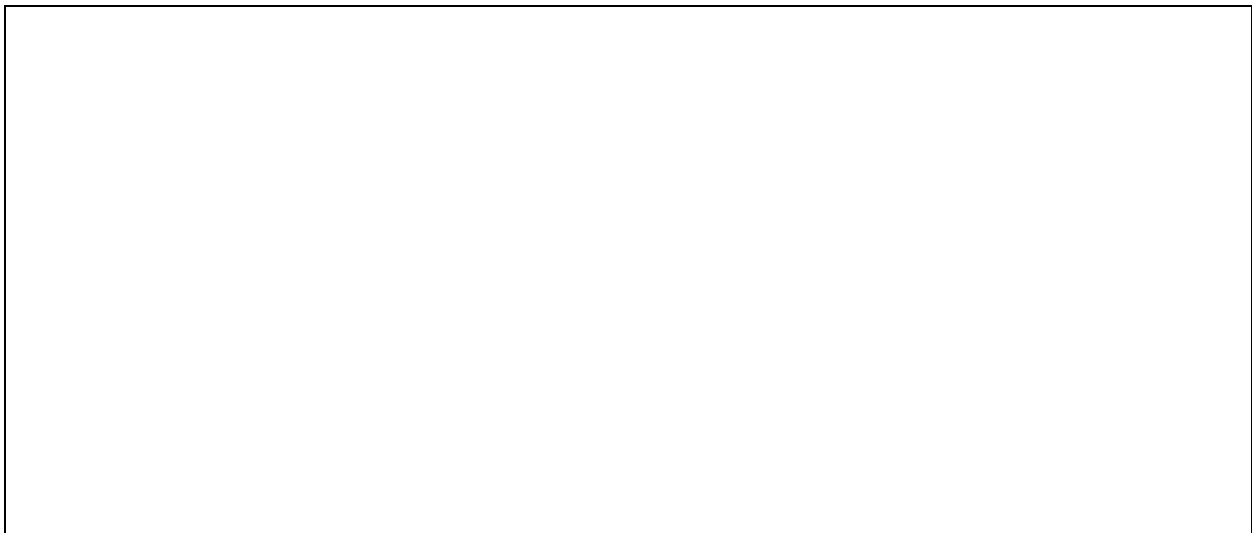
BETA - START SCREEN

Sketch, describe, or insert an image of your Start Screen below:



BETA - CREDITS SCREEN

Sketch, describe, or insert an image of your Credits Screen below:



BETA - INSTRUCTIONS SCREEN

Sketch, describe, or insert an image of your Instructions Screen below:



BETA - IN-GAME UI

Sketch, describe, or insert an image of your in-game UI elements below:



BETA - PLAYTESTING

Q1: What did you like about my project?

Sensei	
Ninja	
Other	

Q2: What could be improved in my project?

Sensei	
Ninja	
Other	

Write two more questions for your playtesters.

Sample Questions:

- *What did you like about the UI elements of the project?*
- *What was missing from the start, credits, and instructions screens?*
- *Which assets match the project's theme? Which do not align?*

Q3: _____

Sensei	
Ninja	
Other	

Q4: _____

Sensei	
Ninja	
Other	

DEV DIARY #4 - BETA PHASE

Describe the changes you've made in the Beta phase.

How have you addressed some of the feedback from playtesting?

BETA PHASE CHECKLIST

Before continuing to the Release Candidate Phase, confirm that each item has been completed:

- All relevant screens are in the project and linked correctly, including:
 - Main Menu
 - Credits
 - Instructions
 - In Game UI
 - Optional menus (level select, settings, loading screens, etc)
- Game has music throughout all screens and levels
- Sound effects are added where appropriate
- Playtesting is complete
- Project is revised based on feedback from playtesting sessions
- Project is bug-free and can be played from start to finish
- Dev Diary 4 completed.

RELEASE CANDIDATE PHASE

Start Date:	End Date:
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RELEASE CANDIDATE - PLAYTESTING

Q1: What did you like about my project?

Sensei	
Ninja	
Other	

Q2: What could be improved in my project?

Sensei	
Ninja	
Other	

Write two more questions for your playtesters.

Sample Questions:

- *What final improvements could be made to the project?*
- *What features or UI elements are still unclear to the user?*

Q3: _____

Sensei	
Ninja	
Other	

Q4: _____

Sensei	
Ninja	
Other	

RELEASE CANDIDATE – SELF ASSESSMENT

Category	Sub Category	Rank
Gameplay	Difficulty	
	Variety	
	Level Design	
Art & Design	Sprites & Models	
	Music & Sound	
	Animations	
User Interface & Experience	Menus Present	
	Menu Styles	
	In Game UI	
Coding	Naming Conventions	
	Conditional Statements	
	Methods	
	Object Oriented Principles	

DEV DIARY #5

Discuss the feedback you've received from the Code Ninjas Education team.

Give examples of how you've used feedback to iterate on your project.

Share how you plan to celebrate finishing your Gold Belt!

RELEASE CANDIDATE PHASE CHECKLIST

- The project has been uploaded to GitHub and shared as a WebGL.
- The Godot project, Ninja Planning Documents, Dev Diary recordings, and optional video walkthrough have been uploaded to a file-sharing site (SharePoint) and **visible with a public link** so they can be shared with the Code Ninjas Education Team.
- The Gold Belt Project Release Candidate Submission form has been completed and submitted (see Sensei Guide for link).
- The Gold Belt Planning Document sections (Release Candidate Playtesting) are complete.
- All feedback from the Code Ninjas Education Team has been implemented.
- The project has been approved by Home Office.
- Dev Diary 5 completed

GOING GOLD PHASE

Start Date:	End Date:
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GOING GOLD - PROJECT TITLE AND DESCRIPTION

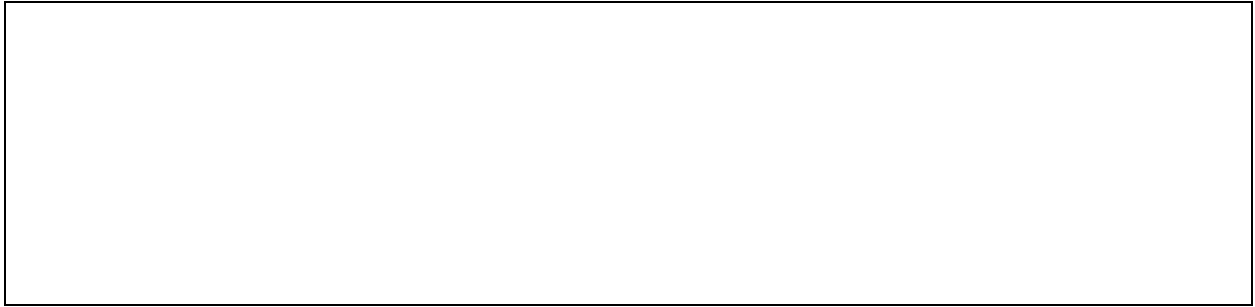
What is the title of your project?

Describe your project in 2–3 sentences. (Who is the player? What is the goal? Why is it fun to play?)

In 2–3 sentences, talk about your time at Code Ninjas. How long have you been a Ninja? What do you like most about attending Code Ninjas? Who helped you create your project along the way?

GOING GOLD – PROJECT COVER IMAGE

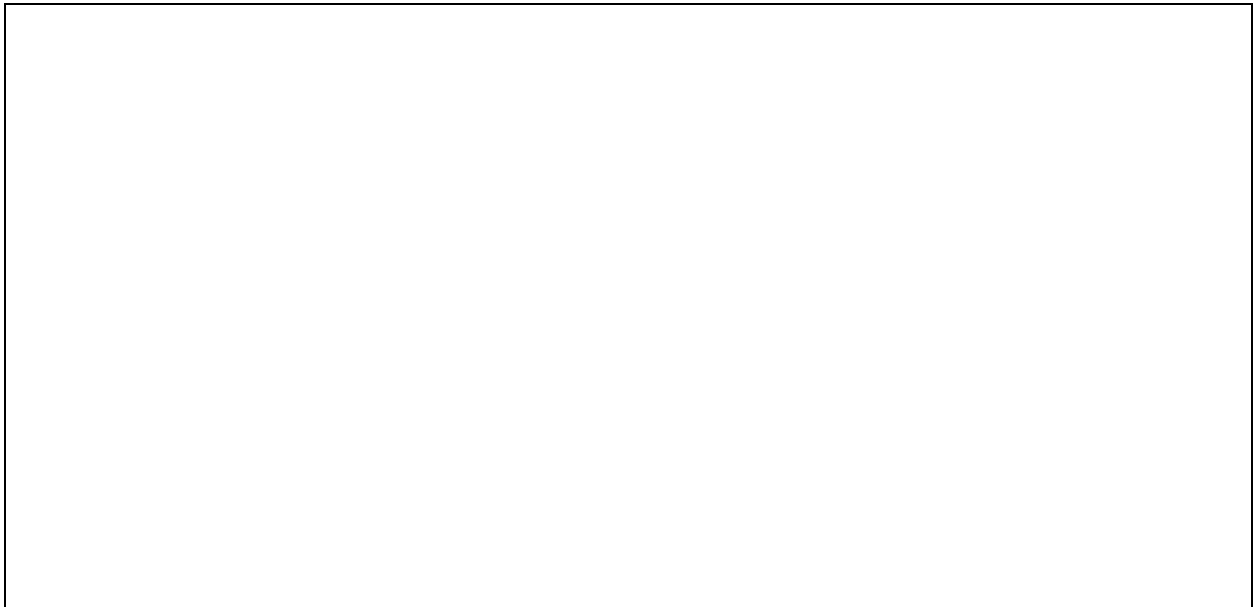
What message or feeling will the cover image show?



What moment in the project will be used as the background?



Sketch or insert your finished cover image below.



GOING GOLD - GAMEPLAY TRAILER/WALKTHROUGH

What scenes or moments will you include in your trailer?

What kind of music or sound will you use?

What message will your trailer give viewers?

Insert your trailer link below (YouTube preferred):

GOING GOLD PHASE CHECKLIST

Before submitting your final Gold Belt project, confirm that each item has been completed:

- Project has a finalized title
- Project has a 2-3 sentence description
- A clear headshot photo of the Ninja is ready to be uploaded
- Project has an up to date and working WebGL link
- Project has a detailed screenshot with game title and background
- Project has a compelling <1 minute trailer

After compiling everything you need, work with your Code Sensei to submit your project using the Gold Belt Project Going Gold Form.

Congratulations on earning your Gold Belt!