ABSTRACT

CREATIVE PROJECT: Under Shadows: Using the MDA Framework to Classify and Develop a Game

STUDENT: Caleb Duane Eno

DEGREE: Master of Arts

COLLEGE: College of Communication, Information, and Media

DATE: May, 2015

PAGES: 180

This creative project, developed in partial completion of the requirements for the Digital Storytelling Master’s program, is intended to showcase a story-driven game utilizing the Mechanics Dynamics Aesthetics (MDA) Framework as a guide. The resulting game demo produced is Under Shadows. The MDA Framework is used in conjunction with Type and Genre to create a thorough classification system for games. This classification system is then applied to the game Under Shadows. In addition to the game itself, a Game Design Document (GDD) was written. The GDD contains thorough descriptions of the game’s mechanic and world, a script summary that covers the entirety of the game’s plot, and a full script written in pseudo-code for the completed demo section of the game. As one of the first attempts at video game development within the department, the Under Shadows project showcases the challenges and rewards of such projects for future students.