# Design Document /40

*(ICT Div IV C6 4.2; ELA 20-2 3.2.1d)*

Compile a well-organized design document based your on knowledge of purpose and audience, the book, art and design, and the affordances/capabilities of your chosen website builder. Use the checklist below to guide you.

**The teacher must approve the Design Document prior to beginning work on the actual product, though you *may* use your website builder of choice to share the design and rationale.**

*Note: Both the design and rationale should be compiled using communication technology.*

**1. Design /12**

Think about what kind of technology will best help you represent and think through your design. (*ICT Div IV C7 4.1; ELA 20-2 3.1.2e)*

* /1 Title
* /1 Character the player will assume
* /10 Map showing location of rooms/setting and characters (and items, if using) and/or plotlines
* /10 Descriptions of rooms/setting and characters (and items, if using)
* /10 Key moral dilemmas that the main character faces and potential responses/ consequences
* /10 Description or examples of key graphics you intend to use
* /10 Descriptions of visual design elements

**2. Rationale /28**

Think about what kind of technology might help you communicate your thoughts. (*ICT Div IV C7 4.1; ELA 20-2 3.1.2e)*

* /3 Which website builder will you use? Give 3 reasons why.
* /10 What do you hope to accomplish with your design? Point to design elements and graphics to support your ideas. *(ICT C6 4.5; COM10005 1.6, 2.2, 2.3)*
* / 10 What do you hope to accomplish with your narrative? Point to choices in setting, characters, plot, and conflict to support your ideas. *(ELA 20-2 4.1.1b)*
* /5 Explain the extent to which you think the narratives plotlines, descriptions, interactions, and dialogues are reasonable. To determine if something is ‘reasonable,’ ask yourself, “Does it make sense in terms of what we already know about characters, setting, and theme from the book, as well as what we know of the book’s larger historical and cultural context?”