



How Advanced Game Design Works

Published in August 3, 2026

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Introduction



The image shown is a screenshot of my game when I first joined the Game Design Program in 2023. This is the 2025 update of my 2023 game.

Hi, I am a Game Designer who was in the program from 2023 to 2026. I wanted to write this document in case any future teen is interested in joining in the program but still has some questions on how the program works. Hopefully this document would help those teens who're interested in the program.

First Day of the Program

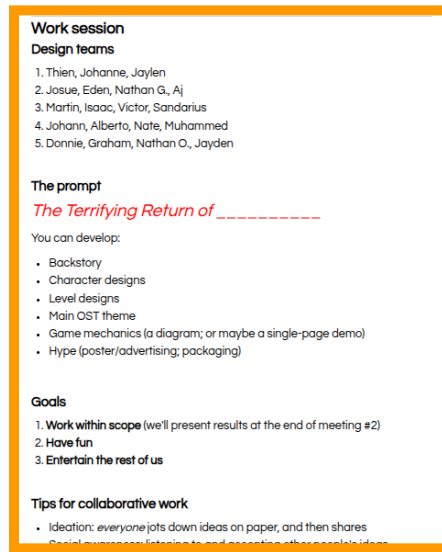
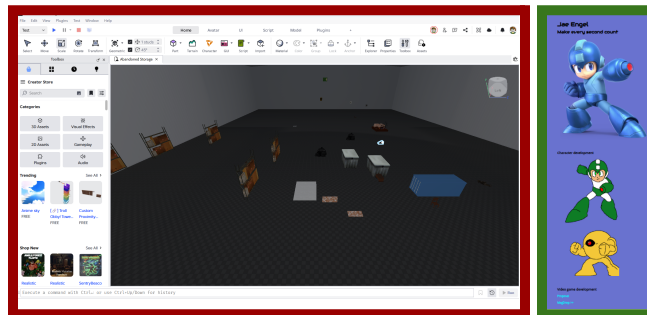


Image came from ASM Advanced Game Design's 2026 Day 1 Meeting.

On the first day of the program, our instructor placed the whole group program in a group activity on making a game concept document under a prompt title. This activity is used to make the students connect with each other in the program while working on the game concept on the game title.

Program Divide into Two Groups



The image on the left came from a 2026 Level 2 team called “The Rogue Horsemen”. The image came from Jae’s website.

After the first day of the program, our instructor separates the students into two groups for the first half of the program. Our instructor separates the returning students of the program from the new students of the program. The returning students are called the Level 2 group while the new students are called the Level 1 group.

Level 2 Group

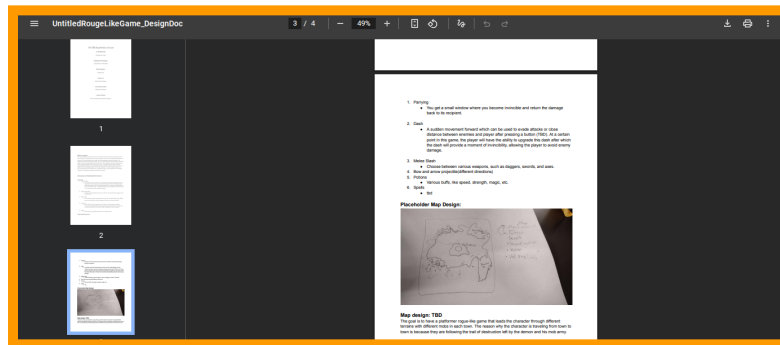


Image came from a [Design Document](#) from a 2025 Level 2 team called [“The Rogues”](#)

Our instructor encourages the Level 2 group to form a team on the game they like. The Level 2 group can form multiple teams or one giant team based on the Level 2 group’s decision. After the level 2 group form their teams, the Level 2 group are tasked to make and present a design document on what they are planning to work on for the first half of the program. The Level 2 group then are later tasked to work on their team and individual projects for the rest of the first half of the program.

Level 1 Group



The image came from a [game](#) from [Mamadou’s website](#).

In the Level 1 group, our instructor teaches the Level 1 group on how to use the Piskel browser to help them learn how to draw and animate characters/objects that they could use for future games. After learning about the basics of Piskel, our instructor teaches them on how to make platformer and crash course games on the Construct 3 engine. After the Level 1 group learns all the basics of Construct, they are later given the task to make a design document on what they are planning to build for the rest of the first half of the program.

Presentation and Graduation Ceremony



The image depicts diplomas for graduating the Level 1 group from 2025 (Top pictures) and 2026 (Bottom Pictures). These images depicts the graduating of Mamadou (Top Left), Muhammad (Top Right), Johanne (Bottom Left), Victor (Bottom Right).

Halfway through the program, The whole program presents their progress on their works while the Level 2 group was also tasked to make a ceremony where they graduate the Level 1 group into Level 2. The Level 2 group can do any type of graduation, these graduation can go from something as small as a short video from youtube to an actual graduation ceremony where the Level 2 group hand out custom diplomas for the Level 1 group for graduating into Level 2. For the 2025 and 2026, the level 2 group have decided to create custom diplomas that depict the level 2 group's video game characters giving out the level 2 card to the Level 1 group's Game character as a way to honor that level 1 group have learned the basics of the Construct engine.

Level 1 and 2 Reunite



The image on the left is a screenshot of a 2026 Game Design Team named "The Dess Nons", created by Level 1 and Level 2 Game designers. The image on the right is a screenshot of a 2026 Level 1 Game Design Team named "The Unemployed".

After the graduation, the whole program then decides what they will do for the rest of the programs. Each individual gets to choose whether they want to work individually or work in teams. If a new team is formed or if an old team wants to work on a new project, they have to make a design document on what they want to work on for the remainder of the program.