Game Design Studio I

week 3, lecture 1
Today

- Info on final pitches
- More on game design
- Additional assignment — more details later this week
Final pitches

- Outline of the project
- Team structure and list of team roles
- Project plan, including sources of all assets
- Slides for use in Oct 12th presentations
- List of individual contributions to pitch
Project outline

- Adams chapter 3 is your resource — use these bullets as document headers
- High concept statement
- Primary gameplay experience
- Type of innovation (see earlier slides)

- Player role, primary gameplay mode, genre, target audience, and competition modes
- Game core (minimum expression of idea) and planned expansions beyond core
- Game progression (story, skill, etc)
Team structure

- Fullerton chapter 12 is your resource
- You must have at least four team members
- You must have at least a producer and lead designer enrolled in 170
- If level design is a necessary task, include it
- If you are interfacing with outside people, include that job
- If you have a technology pipeline, include that/ those job(s)
- In essence, have people assigned to every task in your plan
Project plan

- Fullerton chapter 13 is your resource
- Target platform and other key technologies
- Schedule and effort level that match team structure
- If paying for things, budget and fund source
- A plan for every necessary asset (sound, graphics, etc)
- 170 prototypes on syllabus — include
- Must have core game working by end of 171 (engine, operating mechanics, enough content to play)
List of individual contributions

- Everyone enrolled in 170 must be a primary author on at least one pitch
- Even if you don’t have a team that can be greenlit
- Every pitch must end with a list of primary authors and their contributions (e.g., sections they wrote)
Final slides

• Just what it sounds like — the slides you will actually use for the pitch

• Trying to convince judges that you have a good idea and you can do it

• Time limit will be announced soon
To do

- Pitch 2 slides due tonight (by midnight) — 2 min for individuals, 7 min for teams (4+)
- Final pitches by midnight Sunday — if you have questions email asap