Today’s agenda

• Announcements (Ryan, Cogswell)
• Short lecture on final presentations and design documents
• Due dates overview
• Team storyboard presentations
The final stretch
Where we are now

• The quarter is almost over
• It’s time for a polished presentation of your developed game ideas for outside audiences
• It’s also time for you to write a detailed guide to your game plans — for yourselves and for the 171 faculty/TA
• Also happen to be biggest grade elements
Final presentations
Final presentations

• We will do final presentations 12–3pm on Tuesday, December 7th (our final time)

• 10 minute presentations, followed by 8–10 minutes for questions

• Please invite anyone you like. I will invite the game majors, graduate researchers, and people like EA’s head of HR (it’s that time)
Final presentations

• Focus on *what* and *why*
• the design for your game,
• the process by which you got there, and
• why people should care
• What is your core concept and why is your game exciting?
Final presentations

• What were your key prototypes, and what did you learn from them?
• Show images/video/live demo of prototypes being played
• After the prototypes, what is the core gameplay?
  • What familiar and new mechanics?
  • What controls? What feedback?
Final presentations

• What is the fictional world (if any) and what relationship with gameplay?
• What visual style?
• After the prototypes, what level designs or maps do you have planned?
• End with the key ideas, not timing out!
Final design docs
Final design docs

- Each design document is expected to be 10 pages per team member (6 ppl = 60 pgs)
- Have different people write different parts, assign one or two people for editorial work
- The point is to *nail your design*
- Everyone on the same page
- You can start building with confidence
Final design docs

- You have already been making things that will be in the design doc:
  - Revised/expanded storyboards
  - Images and descriptions of prototypes
  - Samples of visual style
  - Elements of your pitch design document
Use the right tool for each job

A wall of text isn’t the best way to communicate how your menus work

Consider flowcharts, storyboards, etc — keep originals to revise
Images also good for level designs

and you don’t need fancy tools to visualize levels
Two levels using arches

1) Stand in gap and rotate level clockwise
2) Walk up and stand in corner
3) Rotate level clockwise and walk to finish
4) Rotate level counterclockwise and walk to finish
Two levels using mirrors
Use the Fullerton outline as a starting point

Can view this as “version 2” (pitch as “v1”)

If you’ve been working with Business Design Competition, flesh out sections about audience and marketing (w/ help). Otherwise can skip
What’s due
Due dates

- First drafts of slides for final presentations due before sections next week
- We should determine now who practices in Mon and Tue sections (3 – 4 each)
- Revised versions will be practiced in Tue and Thu classes — depending on which section originally practiced
- Final revised presentations due that Sunday
Due dates

• Final design documents are no longer due before section next week — by popular demand

• But we still need time to grade them before the end of the quarter

• Now due by the end of the day, Wednesday, December 1st

• Revised syllabus will be up asap.
Questions?
Storyboards