Introduction to Game Design (2024-2025) - Finn Clewes, Leon Wallis

Assignment Step 1: Portfolio, Brainstorm, Pitch and Project Plan

# Sprint 1 Trello Board

<https://trello.com/invite/b/67226a1f78af780e99287857/ATTI7f855642ca07678caa592b35aa70d47c79ECD9B4/viking-villages-sprint-1>

# Brainstorming Trello Board

<https://trello.com/invite/b/672247c18dec3ed9d4f246cb/ATTIf1e7abc99bd2dcfd3b1652563bf58cea5C23592E/brainstorming-session-game-pitch>

<https://20110648.github.io/intro2gamedesign/brainstorming_session_result.png>

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| The brainstorming session was conducted by Finn and Leon on the 30/10/2024 from 2:56 – 3:39 pm on the SETU college street campus. |  |

# GitHub Project Page

<https://20110648.github.io/intro2gamedesign/#>

# Pitch Video

<https://www.youtube.com/watch?v=OUHGvIepwqo>

# Pitch Slides

<https://20110648.github.io/intro2gamedesign/viking_villages_pitch.pdf>

# Detailed Plan of Sprint 1 including Burndown chart

<https://20110648.github.io/intro2gamedesign/brainstorming_session_result.png>