Assignment Five, bullet point headers:

Just one note on the style. This assignment is less formal than the others from my understanding. Not to say that it won’t be written as such, but if we just write out a bland step by step process, it sort of becomes tedious and boring. So I would say try and think of not only what worked but also what didn’t work. Anything funny you can think of. Anything you think is genuinely interesting and if I haven’t included something, add it in or you think I’m to vague about something, ask away. Literally, anything you can think of is something good (except for the lore discussions of Shrek, sorry)

Vision: For this one, essentially concept design. How each of us had ideas, what ideas of ours were good, what were bad, what would be used to form the skeleton of ideas that would be adapted later on. Things like Drill Bill and so on are all good and what ultimately the game style would be.

Design: This is similar to vision but concerns more of the artistic style of the entire project, both in concept design, document design and the final game design. Think of any artwork you can think of or any style the game either was intended or did go in after we decided on the game type.

The following ones are sort of all similar in how you guys should think about them. What were the challenges, was there opposition. Were there ideas we wanted to go with that just didn’t end up working. Were there times you weren’t sure of a specific idea for the game. Things like that.

Pitch: the creation and execution of the pitch

Game Design Document: the creation of the documents.

Coding: the actual coding of the game

Innovation: additional ideas that came along (armaments and other gadgets or features ones that would spring to my mind)

Final thoughts: This will be a short little section, not entirely sure how I’ll write it but thinking either to go with each of us giving our own, quick take on the project as a whole or a group response on how we found doing the project, the teamwork aspect, the corona, the building of the game, etc.