CIS 350 – (Team) Project #5 – **Due Sunday** **10/30 before 11:55pm**

Your team’s next big goal is to create a playable game prototype that meets the design objective below with Unity and C# that you can test at the final in-class playtesting scheduled for November 21st. It needs to meet the main requirements for what counts as a playable game prototype (listed at the bottom of this document) by when you submit it with Project 6 on November 20th.

As a team, you can choose any of the following as your team’s design objective or theme:

* Persuasive Game for Health-Related Behavior Change:
  + What is a specific behavior change in the real world that would make a person healthier but is a difficult change to make? Brainstorm a few possibilities and choose one to focus on.
  + Develop a Persuasive Game that will persuade players to make that specific health-related behavior change in their real lives.
  + What emotions will best motivate players to make this specific health-related behavior change?
  + Framing is setting the assumed criteria for what counts as good. Complete the following sentence at least 3-5 times: [The behavior change] is good because [a reason]. (e.g. Quitting smoking is good because smoking gives me bad breath.)
* Persuasive Game to Reduce CO2 Emissions:
  + What is a specific behavior change players can make in the real world that will reduce their carbon footprint (CO2 emissions)? Brainstorm a few possibilities and choose one to focus on.
  + Develop a Persuasive Game that will persuade players to make that specific CO2-reducing behavior change in their real lives.
  + What emotions will best motivate players to make this behavior change that will reduce their carbon footprint?
  + Framing is setting the assumed criteria for what counts as good. Complete the following sentence at least 3-5 times: [The action or behavior change] is good because [a reason]. (e.g. Bicycling instead of taking a car is good because it is better exercise.)
* Persuasive Game to Help Others:
  + What is a specific action players can do in the real world that would help other people in need of that help? Brainstorm a few possibilities and choose one to focus on.
  + Develop a Persuasive Game that will persuade players to take that specific action in their real lives.
  + What emotions will best motivate players to take this action that will help others?
  + Framing is setting the assumed criteria for what counts as good. Complete the following sentence at least 3-5 times: [The prosocial behavior] is good because [a reason]. (e.g. Cooking and distributing food for the unhoused is good because it is builds social connections with others who could help me in an emergency.)
* A Meaningful Game – A Game that is Enjoyable Because it is Meaningful
  + What is a specific activity that feels important because it contributes to something greater than oneself (e.g. society, humanity, a cause)? Or instead, imagine you are laying in your deathbed at the end of your life looking back on the life you have lived; what is one activity that if you did that activity, you would feel that your life was well-lived and worthwhile? Brainstorm a few possibilities and choose one to focus on.
  + Develop a game where the player is doing that specific activity in the fictional world of the game. Focus on making players feel that what they are doing in the game is important and meaningful. Emphasize the contribution the player is having to that goal that is greater than themselves.
  + What emotions will best give players the sense that what they are doing is important and meaningful?
  + Framing is setting the assumed criteria for what counts as good. Complete the following sentence at least 3-5 times: [The meaningful activity] is good because [a reason]. (e.g. Curing a deadly disease is good because it protects my family from harm.)

**Steps to Complete**

1. Continue with your same teams. Pick a design objective from the list above, and work as a team to answer any questions under that design objective.

**Deliverable:** write which design objective or theme your team chose and your answers to any questions under that design objective or theme above.

1. **Intended Experience or Desired Outcomes:**

Given your stated design objective or theme, what are the emotions you want players to feel when they play your game? Other than enjoyment and an optimal level of challenge, how do you want players to feel while playing your game?

Get specific about how you want players to feel. If it helps, you can use metaphors, but then ask yourselves how you want that experience to make the player feel. Avoid broad terms or synonyms for enjoyment like “satisfied” or “rewarded”. Avoid game mechanics, player actions, feedback, or other ways the game will provide the intended experience.

If your design goal is an outcome other than an emotional experience, what is the desired impact on the thoughts, feelings, knowledge, beliefs, or behavior of players after they play your game?

**Deliverable:** a bullet-point list of about 3-7 specific emotions or feelings other than enjoyment or optimal challenge you want players to feel when they play your game.

If your design goal goes beyond an emotional experience, instead list 3-7 specific player thoughts, feelings, knowledge, beliefs, or behavior other than enjoyment or optimal challenge that you want your game to have an impact on.

1. Brainstorm design ideas with your team. Use sketches to communicate your design ideas. This is a team project, so share your ideas freely among your team.

**Deliverable:** include at least 3-5 hand-drawn sketches (at least one from each team member) visually communicating a design idea. It does not need to be beautiful fine art – it just needs to visually communicate an idea for the game’s design.

1. **Brief Game Design Document:** Use the attached template to create a Brief Game Design Document for your team’s game. Only one game design document is needed for your whole team, but your whole team needs to participate in generating the design. Work together on it, do not just assign it to one person.

You can use hand-drawn sketches to make the main illustration for your game design concept sketch, but annotate it with callouts in PowerPoint or Google Slides (see the instructions for how to do this in Assignment 1). Show the main thing players will be doing, what makes it challenging.

**Deliverable:** A single brief game design document

1. **Project Plan:** Again, your next big goal is to create a playable game by November 20th.

Create an overall plan for what needs to get done before November 20th. Create a list of bullet points in two categories: requirements and wishlist. Sort the requirements into a rough order to be completed and put deadlines on each requirements as a team for when they will be done. If you finish the requirements, you can work on the wishlist. These bullet points are features or parts of the game development to be done.

You can break the requirements down into smaller chunks if that helps, but do **not** assign the work in the overall project plan. The project plan is where you plan as a team what work needs to be done to make the game playable enough to test before November 20th. This is preliminary, so your team can decide to change it as the project evolves, but this is your big-picture plan.

**Deliverable:** 2 lists of bullet points – requirements (with deadlines for each requirement) and wishlist. The deadlines must show each requirement is planned to be done on or before November 20th.

1. **Sprint Planning:** Every week in class you will decide as a team how you want to breakdown, split up and take on the work you will do for that week.

Your team’s sprint plan needs to show what each team member is responsible for getting done each week. Aim for small enough chunks of work that they can be done within one week, and a fair distribution of the work. Do not get lost in the details, but be clear and specific enough that the team will know what counts as “done” for that chunk of work.

Let team members pick items from your team’s overall project plan. Use your list of requirements as a backlog or list of tasks that need to be done. Let each team member choose the tasks they will take on for the coming week.

Even though each team member has their own chunk of work they are agreeing to finish, you will need to work together to help each other finish the work, teach each other, and guide each other as needed. All parts of the final team project have a shared grade, so each team member is responsible for the success of the project.

**Deliverable:** For the first week of this new project, a list of each team member’s name followed by the tasks they have agreed to get done for that week. E.g. Sally: Build the underwater level. Mark: Get the feedback sound effects and script them to play when the player walks into the trigger. Be sure to create a list like this for each team member, at the beginning of each week.

1. **Your game prototype:** No matter how far along you are in development, I want to see your game prototype. Create a GitHub repo, get the .gitignore file on Canvas, add the .gitignore file to your repo, then add your Unity project folder to the repo.

**Deliverable:** a URL web address linking to your project repository on GitHub. I will take off points if you do not use a .gitignore file. So please remember that step.

Submit the deliverables listed above as a **single** .docx or .pdf document on Canvas under Assignments before it is due.

**Main Requirements for a Playable Game Prototype (These requirements need to be met for Project 5, for the version due November 20th – they do not need to be done by when Project 6 is due)**

1. Tutorial elements that teach the player what controls to use (do **not** assume players know WASD=move or use the mouse to look, but use those standard controls if they make sense for your game)
2. A challenging goal is clearly communicated to the player
3. Achieving the goal of the game has a medium level of difficulty – neither too hard nor too easy (or the game has difficulty settings the player can choose or uses dynamic difficulty adjustment)
4. The game has success and failure conditions, meaning the player can win or lose each time they try.
5. Feedback about whether the player succeeded or failed each try is clearly communicated
6. There is a game loop, meaning the player has the ability to retry or reload the scene without closing and re-opening the game or pressing the Play button in the Unity Editor