

Intermediate Presentation Outline

1. Requirements

Video presentation

10 mins maximum

Content requirements

Recap of game idea

Progress in all areas (sound, programming, design, art)

Demo of prototype

Plan for upcoming weeks

2. Distribution of Slides

Intro (slides 1-3)	0:20	Lars
Basic concept and underlying game (slides 4-10)	1:00	Moony
Meta-game stages and transformation (slides 11-21)	1:05	Moony
DevNotes and Team Bonsai (slides 22-27)	0:40	Lars
Target audience and player types (slides 28-33)	0:30	Lars
Media trends (slide 34)	0:30	Lars
General art direction (slide 35)	0:20	Alex
Environment art (slides 36-38)	1:10	Alex
Bow art (slides 39-40)	0:50	Rob
Enemies art (slides 41-43)	1:00	Rob
Sound design (slides 44-47)	0:20	Alex
Technical outline (slides 48-51)	0:40	Dru
Gameplay video (slides 52-53)	0:50 (0:40 vid)	Dru
Management and project plan (slides 54-59)	0:40	Alex
Thank you (slide 60)	0:05	Alex

Alex 2:35

Slides 35, 36-38, 44-47, 54-59, 60

Dru 1:30 (effectively 0:50, gameplay video is 0:40)

Slides 48-51, 52-53

Lars 2:00

Slides 1-3, 22-27, 28-33, 34

Moony 2:05

Slides 4-10, 11-21

Robert 1:50

Slides 39-40, 41-43

3. Presentation Content

Keep team slide and add play testers on next slide

Concept basics recap (generic fps, fictional developers, iterations, comments by developers provide additional info)

Underlying shooter game (explained with concept art)

- FPS with bit of platforming

- Player enters weird brutalist temple in search of secret knowledge about gods of this fictional world

- Finds bow and uses it to shoot drones and other machines to advance

Outline 3 stages we want to have

- Mention how you transition between them

Which aspects are transformed?

- Focus on addition and refinement of...

 - Level layout, art, sound, mechanics

- Both incremental and radical changes (e.g. level layout from stage 1 to stage 2) but focus on incremental so players can follow

DevNotes as core storytelling tool

- Example of important notes and fluff

- Have to be written by someone -> transition to Team Bonsai

Team Bonsai characters

- Names, roles, archetypes, basic conflict

Target audience and player types

- 25-30 (need some experience with games but also precision and reaction time to beat the underlying shooter game)

- Mostly male (game dev is 70 vs. 30, fps/action adventure somewhere between 10 and 20 percent female, though creativity and immersion are important motivators for female and non-binary gamers)

- Players interested in behind the scenes info (core-gamers, journalists)

- Upcoming game developers (students, hobbyists, young indie devs)

Creatives from other areas (writers, interaction designers, architects)

Creativity (design, discovery) cluster

Design: Watch process of other designers

Discovery: Lot to explore because polish is absent

Immersion (story) cluster

Story: Get to know devs, their relationships, and how it evolves in the stress that is game dev

Media trends we follow

Meta-commentary (games about game dev)

The Beginner's Guide

The Stanley Parable

Unfinished work as part of the finished piece (process-driven vs. result-driven)

Film recommend by Björn

The Magic Circle

Focus on author(s) (though fictional ones but player is never told)

Author is not dead but their commentary is what makes the game unique

Art

Mood board (shorten it, 10 secs)

Environment concepts to final design

Screenshots of modular assets

Bow concepts to 3D

Drone concepts to 3D

Sound design intentions

Add that stage 1 will be soundless (referenced in the narrative where one dev has to take over sound design)

Technical outline

Same slide as last time

Add video showing stage 1, transition, and beginning of stage 2 until entering temple maybe (1 min max)

Replace project plan by content plan but include both parts and highlight where we are right now

Mention sprint retrospectives and QA builds in the presentation

Thank you