# 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. 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

Environment concepts to final design

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