

PROJECT: THE TB QUEST GAME (PROPOSAL)

OVERVIEW

The proposal will describe the general theme of the game and will include a number of elements that will provide specifics about the class structure, NPCs, and the game objects.

REQUIREMENTS

Include the following in the proposal.

- Description
 - Length: 50 – 100 words
 - Describe the premise of the game. Include the theme; location, time period, inhabitants, etc.
- Player's Role
 - Length: 50 – 100 words
 - Describe the player's role. Include the character, character type, back story, and goals.
- Map
 - Length: 50 – 100 words
 - Describe the map. Include the type of "locations", the overall structure of the map, and items and NPCs that may be found within the map.
- Sketch of Map
 - Using a graphical tool of your choice, communicate the layout of the proposed map.

RUBRIC

	Requirements	Points
Description	<ul style="list-style-type: none"> • Length: 50 – 100 words • Describe the premise of the game. Include the theme; location, time period, inhabitants, etc. 	5
Player Role	<ul style="list-style-type: none"> • Length: 50 – 100 words • Describe the player's role. Include the character, character type, back story, and goals. 	5
World Map	<ul style="list-style-type: none"> • Length: 50 – 100 words • Describe the world map. Include the type of "locations", the overall structure of the map, and item and guests that may be found within the map. 	5
Sketch	<ul style="list-style-type: none"> • Using a graphical tool of your choice, communicate the layout of the proposed map. • Include any details necessary. 	5
	Total Points	20