# Group Project Proposal – 3DAE

With this document you submit a “Group Project Proposal” for the 3rd year. It’s important that you take your time to fill in the proposal in detail. Based on the info and the quality of the document, we decide with the module managers whether your project qualifies for a group project.

You send the “Group Project Proposal” document, together with a working prototype build, to Alex Vanden Abeele via e-mail ([alex.vanden.abeele@howest.be](mailto:alex.vanden.abeele@howest.be)) before **02/09/2024 08:30**. On September 4th you’ll pitch this project before a jury. Afterwards you will be notified if your group project is accepted or not.

If you have any questions regarding this proposal do not hesitate to ask Alex. **Do not assume things, make sure you’re sure.**

Success in writing your Group Project Proposal!

## Students that participate in this proposal

*List here the students that participated on this proposal. Only students that really collaborated on the proposal can be listed here, do not list students that you would like to have in your team, that is not accepted.*

*Teams larger than 5 are not accepted either, so do not list more than 5 people here. It’s not needed to list a full 5-member team. If you’re with two people (or alone) that came up with a great idea and you would like to work with a team on that idea, that is perfect (preferred), enter those two names and the other students will be volunteers from 3DAE*

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| --- | --- |
| Name | Major |
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|  |  |

## General description of the project

|  |  |
| --- | --- |
| Project Name |  |
| What kind of project/game is it? |  |

## Description of the project

*Describe the project in about one page*

## What do you want to achieve with this project?

*Describe what you expect as an acceptable outcome of your project? What kind of result can we expect?*

## What are your plans with the project once it is done?

*Be realistic about this – but we do expect you to have plans with the result. Projects just for fun are nice, but we want to achieve more with these projects. Do you plan to start a company when successful? Do you intend to compete somewhere? Do you intend to sell this game?*

## What technology do you plan to use?

*Describe the software and hardware you intend to use and whether you have access to everything you need.*

## On what platform do you want to release and via which store front?

*We intend to achieve this – be realistic.*

## What is the target audience?

*Make sure this is well defined. “For everyone from 7 till 77” is not accepted, this range is too broad. Motivate your choice.*

Attachments   
You can add additional info that enhance your project proposal; sketches, mockup, game design, life design, character design, moodboard, ...