Assignment:

For this pre-proposal activity, there are two parts:

1. Brainstorm:

Write down 3 ideas for a potential game. These do not have to be entirely serious. Be wildly creative (come up with 20 ideas!), and select 3 that you think have the potential to be expanded on. Each idea should have 1 sentence of description, containing:

A character, i.e. "A blue hedgehog..."

An objective, i.e. "...collects gold rings..."

A mechanic, i.e. "...by using springboards and running really, really fast."

Feel free to use some of the idea generators listed on the website! You can come up with some crazy ideas in those places.

2. Build It:

Select 1 idea above, and answer some of these questions proposed by Kate Messner in her TED-ed talk, "How to Build a Fictional World," available on the website. Expand your favorite idea into a paragraph which includes at least 3 of these concepts:

Where are we, and in what time?

Is it the present, past, or future?

What does it look like?

Are there animals, or plants?

What events have shaped this world?

What rules are in place here?

Who has power?

What do the citizens believe in?

How do they recreate, or learn, or work?

What is the major conflict of this world, and how will your character become a part of it?

...Any others!

Don't be afraid of a crazy idea... What kind of game do you want to explore? Just free-write, and have fun!

>> Please submit your paper as a PDF. <<