Assignment:

The more the merrier! Simply select one of the five special addition choices from the website, and go!

1. Response Options:

Please follow the website's "Materials" instructions in one of these areas:

Choice A: "Management" - Roles, schedule, and budget.

Choice B: "Multiplayer" - Mode, style, and kind.

Choice C: "Monitization" - How will/could your game make money?

Choice D: "Mystery" - Unlockable or hidden content, alternate endings.

Choice E: "Mastery" - Achievements, trophies, or awards.

Please make sure you carefully read your choice's requirements. Some require images!

2. Research:

Doing your own research was important here (using the website's Assignment area is plenty). Your above response should have some thought behind it!

Part 1: Response (":Quantity" and ":Quality")

Depending on the student's choice, the response should contain three points:

Choice A: (1) List of 3-5 roles, (2) month-based schedule, (3) budget of 5+ items.

Choice B: (1) Connection type, (2) style of play, (3) multiplayer mode.

Choice C: (1) Monitization business model, (2) availability, (3) consumer cost.

Choice D: (1) Bonus type, (2) location/requirements, (3) how it effects gameplay.

Choice E: (1) 3+ achievement with names, (2) their conditions, (3) imagery.

These three response points should also be creative or professional, clearly referencing their purpose to the game.

Part 2: Research

The response is appropriate, and it appears that the student did their own research and/or brought their own experiences to the assignment.