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## GMAM702: Prototyping for Games

# 1: Module Introduction



- ▶ Brian McDonald
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- ▶ Please contact me with any issues at all!

# Today's agenda

- ▶ GAM702 course outline
- ▶ GAM702 assignment
- ▶ First brief

# Module introduction



# Assignments

- ▶ **Assignment 1: Portfolio of Game Prototypes - 70%**
  - ▶ The aim of the assignment is to develop your 'voice' as a designer
  - ▶ Create **5** prototypes during the course of the module
  - ▶ Select **3** prototypes for the final submission

# Assignments

## ► Assignment 2: Development Journal - 30%

- Enables you to reflect on the development of the prototype, this should be reflective in nature
- Write **3** Blog posts per prototype
- Write a **final** which summarises what you have learned as a designer

# Assignments

- ▶ See LearningSpace for assignment briefs
- ▶ See MyFalmouth for deadlines



# Resources



# Game Engines



# First Prototype - Theme Announcement

<http://youtube.com>