



MLESTONE 01

Final Project Concept



Purpose: To synthesize your ideas for your final project into one document so that you can get adequate feedback from the TAs on the feasibility of your game implementation given the project timeline.

Instructions:

For your final project, you will be designing and creating your own GBA game, which will require most (if not all) concepts that we have covered in the class. To get started, this first milestone is the project concept. Create a document (Word Document or PDF) that describes the final project you will create. Your concept document must include the following:

- The title of the game
- A detailed description of the gameplay and the intended player experience
- Ideas for how you will implement these concepts in code
- Rough sketches or mock-ups of what you think the art will look like
 - These may be in the document or zipped with the submission

We will give you very detailed feedback for the feasibility of the idea as well as advice on how to create it. Thus, the more detailed you are, the more we can help you. You are not 100% locked down to every detail you include in this proposal, but if you change your idea in a major way later on, you will need to get these changes approved by your grading TA.



A detailed example of what you might submit is attached to the assignment page on Canvas.

Submission Instructions:

Submit the document as a single file (either Word Document or PDF) or a single .zip file on Canvas. Name your submission M01_LastnameFirstname, for example:

“M01_ReuterJulia.zip”