

Spring 2020

GAME PROJECT

Step 1

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- **TODAY: ILIAS, unibe!**

- **Goal: produce a playable videogame**
- **Unity 3D suggested**
 - Free API / engine / OS allowed
- **Structure**
 1. Design
 2. First presentation
 3. Development + design
 4. Spontaneous presentations
 5. Final presentation, 1-3 weeks before the exam (19.06.2020, **to be confirmed**)
- **1 level minimum**

- **Use can choose the technology and the device for your game**
 - Unity
 - Unreal Engine
 - Construct 2
 - Cry Engine / Lumberyard
 - Java, C#, C++, ActionScript, Python, etc.
- **Ask for Oculus Rift, Kinect, Smartphones, etc.**

- **Send me 1.5 pages max containing:**
 1. The group name and members
 2. don't forget all the **emails!**
 3. A theme
 4. An idea
 5. The “tetrad” of your game
 6. The planning
 7. Optionally, the references (games, movies, books, comics, etc.)

- **Prepare 1-3 slides to present your project on 6th (respectively 13th)!**

- **Define the category instead of the game to clone**
- **Choose a category of games you love**
- **1 original idea = 1 original game**
 - Difficult to propose a new concept
- **2D instead of 3D**
- **Inspirations:**
 - Enhance an existing game concept
 - Propose a remake of a very old game

- **Maximum 3 mechanics (e.g. jump, fire, and so on)**
- **Simplify, simplify, simplify, simplify, simplify, simplify, simplify, simplify, simplify,...**
- **First playable prototype as soon as possible (12h)**
- **Nobody cares about aesthetics and red/blue/green squares are so lovely**
- **Tutorials are more than a nice to have!**

QUESTIONS?