Final Project Details

Game Design
Fall 2023
Julian Togelius and M Charity

This week…

1. Talk with classmates about forming a team = 3-5 members
   a. No more, no less, no exceptions
2. Decide which of the previous prototypes you will work on
3. Lock in your group here:
   https://docs.google.com/spreadsheets/d/1SZ2UH3VwdVFqO7PaWBepGyz8OiW4fHWBpDtHazfZnm4/edit?usp=sharing
4. Don't have a group? Pitch it in Discord

(Optionally: Pitch the game and potential expansions to the professors and TA for early feedback)

The TA and professors will curate a recommended prototypes list

A Good Group Dynamic

- 1-2 Leaders – decide who will be the project manager
  - Decides the main direction of the game and delegates tasks

- Artist
- Programmer
- Level Designer
- Game Feel
- Playtester (everyone!)
- Other…

Work with people you know are reliable, that you can work effectively with for 6 weeks, and share your creative vision

Next week…
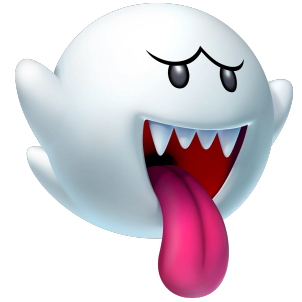
1. Have a formed group and a game to pitch
2. Give a **7 minute presentation** about:
   a. What the game is about
   b. The current state of the game
   c. What improvements you will add over the course of 6 weeks
   d. Team member role positions (designate a team leader)
   e. Task breakdown - who will do what

Julian, M, and Andrew will give feedback on the feasibility of the game

- You may have to change it if it's too ambitious or doesn't have enough content to improve

The last 6 weeks…

1. Give 7-10 minute presentation update about your game so far:
   a. Start every week with 1 slide about your game as a refresher
   b. Task checklist
   c. New updates
   d. Obstacles encountered
   e. Brief demo of the game
2. A volunteer from the class (may be a professor, TA, or classmate) will play your game live
3. Feedback will be given as usual from the professors and TA

Extra lectures!

- Half of the groups will present each week for feedback

- For the other half of the class time, we will teach some auxiliary lessons:

  - Data games

  - Resource systems

  - Narrative Design

  - UI Design

  - Game AI

  - Maybe more/others?

  - We take requests!

Final Week - December

1. Present your game in full:
   a. Talk about game premise
   b. Show original prototype + background
   c. Talk about core mechanics and gameplay
   d. Mention obstacles and work process
   e. Reflection
   f. Demo
2. The presentation and game demo will be shown in front of **3 guest judges** who have never seen the game before and **will give a score (as well as us!)**

(Remember this final presentation is 40% of your final grade)

Any questions?

Happy Halloween!
(Go play some spooky games)