HUMBER

School of Media Studies
& Information Technology

ASSIGNMENT 3
GAME PITCH

GAME203
GAME PROGRAMMING 5

COURSE NAME: Game Programming 5

COURSE CODE: GAME360

PROFESSOR: Jean – Paul Amore
                       Philippe Belley

ASSIGNMENT #:   3

GRADE VALUE: 20 Marks = 15% of Final Grade

END DATE: Week 14 – December 1, 2014

REQUIREMENTS:

Present the game outlined for your Game Design Treatment (Assignment 1).

Your game pitch should not exceed 10 minutes and should include visuals, such as Power Point Slides, videos (YouTube is acceptable) and other visuals. Provide research sources for any references used.

PRESENTATION ORDER

Monday, December 1, 2014	
8:15AM	**GROUP 1: Nicholas Higa, Sandro Lolli, Stephen Lozada, Jesse Mcalister**
8:30AM	**GROUP 2: Gabriel Chiarelli, Filip Culcearu, Joshua Jong, Christopher Meada, Dylan Ravka**
8:45AM	**GROUP 3: Nathan Senter, James Sholdice, Ly Song Ung, Mathieu Violette**
9:15AM	**GROUP 4: Geoffrey Sender, Alejandro Zielinsky**
9:30AM	**GROUP 5: Chemel Bennett, Eddie Chamorro, Stephen Thompson, Kees Vermeulen**
9:45AM	**GROUP 6: Alexander Cruz, Peter Geisberger, Amir Krdzalic, David Reynolds**
10:00AM	**GROUP 7: Joel Knott**

DELIVERABLES:

- Submit your schedule in Microsoft Word .PPT or .PPTX format.

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CRITERIA	0 POINTS	1 POINT	2 POINTS	3 POINTS	4 POINTS	5 POINTS
1. **DETAILS/ THOROUGHNESS**	No evidence of thoroughness	Poor demonstration of details	Somewhat demonstrates evidence of details	Sufficient demonstration of details	Demonstrates good evidence of details	Excellent and thorough demonstration of details
2. **DESIGN/ORIGINALITY**	No evidence of design or originality	Poor design/Not original	Some evidence of design and originality	Sufficient evidence of design and originality	Good evidence of design and originality	Excellent design and originality
3. **PRACTICALITY**	No practical applications	Not practical/Impossible to produce	Some evidence of practical production	Sufficient evidence of practical production	Good evidence of practical production	Excellent evidence of practical production
4. **COMPLETENESS/ ORGANIZATION**	Not completed or organized	Poor evidence of completeness or organization	Some evidence of completeness and organization	Sufficient evidence of completeness and organization	Good evidence of completeness and organization	Excellent evidence or completes and organization