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ROAD TO VERTICAL SLICE



Student Life and Mental Health

Being a student at a university, be it in your own country or abroad, can and most likely will, cause you to stress over various situations outside campus studies. As students of the Department of Game design, it is imperative that you truly, and honestly understand that you are approaching a competition heavy industry someday in the near future and therefore should not look at your fellow class students as competitors but as partners, fellow and friend, for you need to expose yourself to other people's perspective of life and be a part of other people's journeys to fully grow as a craftsman, fellow (game) community member and person.

- You are not competing over *anything*.
- Be humble to others and treat each other professionally.
- When you are in need of help: Ask for help.

Don't know where or how or Can't?

Student Health-office is available to you

<http://campusgotland.uu.se/students/health/>.

- Email one of us, the teachers.
- Look after one another.





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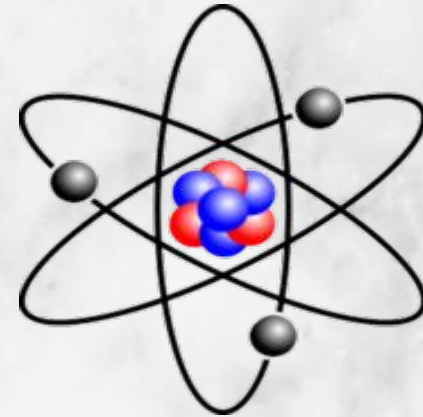


PHASE 1 | HIGH CONCEPT



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- Not a Design Document
- Not a Design Concept
- User stories is a helpful method
- MDA?
- Atoms?





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PHASE 1 | HIGH CONCEPT REQUIREMENTS



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PHASE 1 | WHAT IS THE GAME?

- Name of your Game?
- Describe your game in one short paragraph (*aka. high concept*)

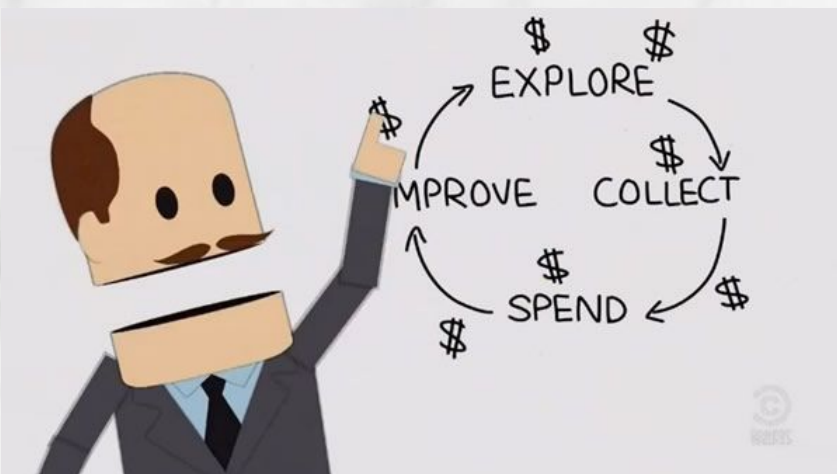
CRAZY
GAME
IDEA!





PHASE 1 | THE CORE

- Describe a core game loop and present a mechanic
 - Even though this is the high concept phase, we want you to dream of a full circle, or a full loop. What do you envision here? Dream of a starting scenario and dream it to an event and ending. Make us share your dream as best as you can.
 - *If I go to X, Z happens, and so on...*



PHASE 1 | PLATFORM

- Which platform is the game on?
- What genre is it?



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GAME
IDEA!

PHASE 1 | AUDIENCE

- Who's your player? Who is your audience?



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IDEA!



PHASE 1 | HIGH CONCEPT

- Drafting and crafting your high concepts. *It means that you think about the game as a whole idea, not a small fracture or a specific mechanic.*
- Do you want to make a game about something in particular?
- Do you have a specific topic or story you would like to tell or if you had a budget of a gazillion anything, what sort of game would Dream-You create and what would I the player do in it?



IF YOU CAN DREAM IT, YOU CAN DO IT.

THIS IS THE CRAZY IDEA-PHASE. SO GO CRAZY!



DEADLINES FOR FEEDBACK!

- SIGN UP M FOR MENTORING 9/12
- MENTORING DAY: 12/12
- HIGH CONCEPT HAND-IN FOR FEEDBACK: 6/1



Mentoring is a service for you, the student. It's highly recommended that you sign up for it as often as possible!





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SURNAMEFIRSTNAME _PHASE1.PDF

