Assignment #4

Original Game

This assignment will be completed solo or in pairs. Similarly to Assignment #3, please provide a list of the responsibilities of each team member (programming, game design, art, or multiple).

1) Choose a game concept you'd like to explore. Either your own take on a classic; an advancement of your game from Assignment #2; or even attempt a completely original game idea. **Please submit your team and a *short* paragraph explaining your concept by email to jlapegna@gmail.com by Thursday November 28th, 2013 at 11:59PM ET.**

2) Put together a pitch document in presentation form and present it to the class. Imagine we're all potential investors with the ability to green-light your game by funding it into production. Explain why we should give you our funding dollars to help you make the game. **Presentations will take place on December 6th and December 13th. Please email your presentation to jlapegna@gmail.com by 9:00AM on the day of your presentation.** Pitch presentation must outline the following items:

- Overview
- Genre and Target Audience
- Theme
- Gameplay (core mechanics and rules)
- Look and Feel (with examples)
- Maximum 10 minutes (remember to leave time for feedback from the class)

3) Distill the design down to a single core and most important mechanic. Create a digital prototype of that mechanic using Cocos-2d HTML5. Upload the game to a webserver for your potential investors to play after your presentation. **The final prototype for grading must be completed by December 15th at 11:59pm ET however, it must be in a working form when you present.** A URL must be emailed to jlapegna@gmail.com as well as a zip of the source code submitted to http://www.dropitto.me/jlapegna. (Password is WEBD213). NOTE: *You are not building the entire game here – you are building what you believe to be the single most important element that allows your player to experience the aesthetics you intend through the dynamics created.* Some example prototypes:

a) Bejeweled: A grid of gems that players swap to make matches. Players have 30 seconds to make as many matches as they can.

b) Super Mario Bros: Player can move a character around on the screen and jump over obstacles to reach the goal.

See next page for submission and grading…

Submission

1) Short concept and team
Emailed to jlapegna@gmail.com by 11:59PM ET on Thursday, November 28th

2) Presentations
In class presentations will take place on December 6th and December 13th. Please be present for all presentations, as your participation and feedback in each presentation will count towards your grade.

3) Game Prototype
Following are due by 11:59 PM ET on Sunday December 15th, 2013:

1. Upload your prototype (working in the latest Mac version of Chrome) to a web server and email the URL to jlapegna@gmail.com.
2. Create a ZIP of all your source code and submit it to http://www.dropitto.me/jlapegna. (Password is WEBD213).

Grading
- 5% - Short concept paragraph submitted on time.
- 15% - Participation and feedback in presentations.
  - *Help advise classmates how their game can be improved.*
- 40% - Game design and in class presentation
  - *Design: Affordances, clarity, progression, replay value.*
  - *Presentation: Do we want to fund your game?*
- 40% - Game prototype
  - *Choice of mechanics to prototype (are they the most important (the core)? Do we get a feel for the game through them?).*
  - *Application of in class programming techniques.*