

GAT 316

3D Game Design II

Instructor

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Office Hours

- Wednesday 3pm-6pm



Class Overview

- ☐ Class Rules & Expectations
- ☐ Class Structure
- ☐ Assignments Overview

**PLEASE SILENCE
ALL ELECTRONIC DEVICES**

THANK YOU





CLASS OVERVIEW

About the Class



- This course focuses on designing and implementing an original digital experience using 3D game engine graphics and sound. The experience must integrate sensory, narrative, and interactive elements into an engaging overall work that is suitable as a portfolio piece.
- Non-traditional projects are possible with instructor permission, so long as it includes an original digital experience using 3D game engine graphics and sound.
- Each deliverable for the class is intended to be an individual component of your professional portfolio as a designer. **As such, each assignment will be viewed through the lens of a future employer.**

Course Objectives



- Present initial concept research in a professional manner.
- Pitch three professional-quality concept proposals.
- Take a prototype of a concept through a greenlight presentation.
- Iterate on an experience until it is ready for post-production.
- Polish an experience in post-production until it is professional quality.
- Create an effective written/video presentation of the final experience.

Class Rules

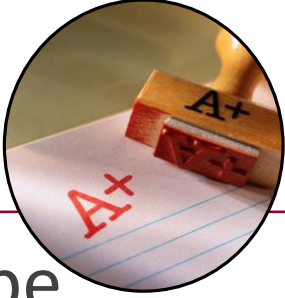


- No food in class – drinks must be in closable containers.
- Be here on time and be ready to learn.
- Bring questions and observations.
- No electronics usage in class unless specifically asked to do so. No phones, no computers, no tablets, no exceptions.
- Be responsible. Turn in assignments on time and make every effort to attend. If for some reason, you can't attend, must arrive late, or leave early, you **MUST** email or text me or you **WILL** affect your grade.
- **NO WORKING ON OTHER CLASSES DURING CLASS TIME.** Doing so will count as an ABSENCE.

Class Structure

- Lecture (Tuesday)
 - Topics in Game Design, Documentation, & Portfolio Creation
- Lab (Wednesday or Thursday)
 - Peer Standup Meetings
 - Lab Work (Varies By Week)
 - Assignment Work/Instructor Reviews
 - Peer Reviews
 - Playtesting

Assignments and Grading



- Detailed descriptions of all assignments and due dates will be posted on Moodle.
- I will NOT be reminding you when assignments are due. Please get in the habit of checking Moodle regularly.
- If you have questions about an assignment, please ask at the beginning of class.
- All completed assignments must be submitted to Moodle. If it isn't submitted on Moodle, you will get a 0% for the assignment.
- Moodle sometimes fails to post submissions – it is your responsibility to check that an assignment posted correctly and work with IT to fix any issues. I cannot fix these for you.
- All grades will be posted on Moodle.

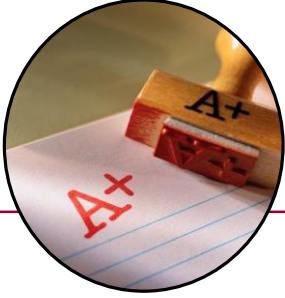
Late Policy

- Assignments are generally due on Tuesday at noon, but Moodle has the official due time for each assignment.
- All late assignments are automatically 50% off (cut in half) if submitted after the due time posted.
- Assignment submissions automatically close ONE WEEK after posted due time. No submission is automatically 0%.
- *Resubmissions may be possible, at my discretion. Missed presentations cannot generally be made up and will be considered late.*

Absence Policy

- There is an absence policy in the syllabus. READ IT!
- You must attend the ENTIRE class period. If you are absent more than 15 minutes at any point in the class, you will be marked absent.
- This is the most common reason people fail my classes. Don't be common.
- *Pro Tip: Generally, I am more flexible with students that have good attendance. Don't squander my good will.*

Class Milestones & Grading

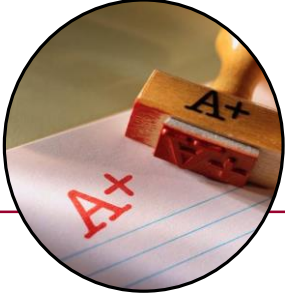


Grades for this class are primarily based on the five milestones and their associated presentations.

Class Milestones	% of Final Grade
Concept Milestone	10%
Greenlight Milestone	10%
Beta Milestone	20%
Release Milestone	50%
Sell Sheet/Trailer Video	10%

Grades will be modified by various bonuses/penalties (see next slide).

Bonuses/Penalties



Various things will modify your project grades for the class as follows:

Grade Modifiers	% Impact
Every unexcused absence from a lecture or lab (including >30 minute absences at any point during the class)	-5%
Student is absent from lab for at least 15 minutes	-2%
Every lab student is not prepared for instructor/peer review or testing	-2%
Every lab student does not participate in instructor/peer review, standups, or testing	-2%
Student does an exceptional job of preparation, class participation, and testing throughout the entire semester.	+1-5%

Peer Standup Meetings

- In your lab section, you will form teams of 4 (or possibly 5) that you will check in with at the start of each lab that is not a presentation day.
- This is your opportunity to hold each other accountable and get advice from your peers.
- This is also the group that you will do playtesting and polish reviews with toward the end of the semester.
- Start thinking today about who you'd like to have on your peer standup team.
- Be ready with a 1 to 2 minute update for your standup at the start of each lab.



CONCEPT MILESTONE

Research & Proof-of-Concept Prototypes

Concept Milestone (Week 3)



The concept milestone will consist of the following deliverables:

- **Research** (50% of Milestone Grade / 5% of Final Grade)
 - Target Employer Research
 - Identify your top three employer targets for your game concepts.
 - Evaluate what they do, company size, public statements, job postings, and content ratings of published games. Identify how your game concepts target those employers.
 - Game Concept Research
 - Research the marketability of your game concepts by identifying top 3 competitors for each concept, market share, target platforms, customer profiles, etc.
- **Greenlight Presentation** (50% of Milestone Grade / 5% of Final Grade)
 - Present **THREE** professional quality pitch decks for projects created 100% by you. You will have 7 minutes to present all three of your concepts.
 - One **MUST** be brand new, one **MUST** be based on previous work, and the third may be either (though it is recommended that you base it on previous work). GAT 251/315 or DigiPen game gallery are acceptable sources, but you must take the projects to the next level.

Concept Milestone



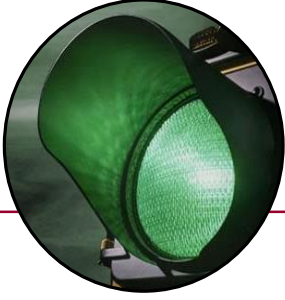
- After presenting all three of your concepts, you must say which concept you will be pursuing to greenlight and why.
- You may choose any of the three concepts to bring to greenlight, BUT if you do not show acceptable progress on your chosen concept, you may receive a redlight on your current project (more later).



GREENLIGHT MILESTONE

Vertical Slice Prototype & Greenlight Presentation

Greenlight Milestone (Week 6)



The greenlight milestone will consist of the following deliverables:

- **Vertical Slice Prototype** (50% of Milestone Grade / 5% of Final Grade)
 - Functioning gameplay prototype that is feature complete for all core features and has at least one full episode of play. Need not be content complete, but must have at least one segment of content that is representative of final production value.
 - Expected level of completion is essentially equivalent to a final project submission in GAT 250/251/315.
- **Greenlight Presentation** (50% of Milestone Grade / 5% of Final Grade)
 - Present a brief overview of your concept, your production schedule, and identify your key risks and mitigations. You will have 7 minutes to present, including a demonstration of your prototype.

Greenlight Milestone



- After presenting your prototype and giving your presentation, I will give you a Greenlight or Redlight.
- Greenlight means that you have made sufficient progress and demonstrate that you have a well considered plan for bringing the project to completion.
- Redlight means you are not making acceptable progress or may not have a fully considered plan.
 - In this case, **you may be required to change direction for the remainder of the semester.** You will be told which of your three concepts (from your concept proposals) you will be required to present for Beta/Final.



BETA MILESTONE

Content Complete Build / Playtesting & Polish Presentation

Beta Milestone (Week 10)



The beta milestone will consist of the following deliverables:

- **Beta Build** (75% of Milestone Grade / 15% of Final Grade)
 - Functioning build that is 100% feature and content complete with near final content. The game must be ready for playtesting by the general public.
 - Game must have a minimum of one full episode of play, and no more than three.
- **Beta Presentation** (25% of Milestone Grade / 5% of Final Grade)
 - Present your game build and your playtesting and game polish/editing plan. You will have 7 minutes to present, including a demonstration of your prototype.



RELEASE MILESTONE

Final Build / Product Demonstration

Release Milestone (Week 13)



The release milestone will consist of the following deliverables:

- **Release Build** (90% of Milestone Grade / 45% of Final Grade)
 - Final build of the game.
 - If you wish to promote your game, please prepare it for inclusion in the Game Gallery. (optional)
- **Product Demonstration** (10% of Milestone Grade / 5% of Final Grade)
 - You will have 7 minutes to demonstrate your final build.



SELL SHEET & TRAILER VIDEO

Promoting & Selling Your Design

Sell Sheet & Trailer Video (Week 14)



The final milestone includes:

- **Sell Sheet** (50% of Milestone Grade / 5% of Final Grade)
 - Two versions of a one-page sell sheet for your game, targeting two different future employers.
- **Trailer Video** (10% of Milestone Grade / 5% of Final Grade)
 - A trailer video showcasing your game – detailed length and content requirements forthcoming.

A background image of red stage curtains with a scalloped top edge. The curtains are closed and have a rich, deep red color with some vertical creases and folds.

See You Next Class