course **Building Serious Games** – 2013

IN4302TU – 5 ECTS

Final documentation and course assessment

For this project your group is asked to elaborate two reports, both equally relevant to the course assessment. Each report will be concisely written (no more than 8-10 pages each), concentrating on the essential aspects of your work. To assist you, some topics and questions are given below which are in no way meant to be exhaustive (let alone to provide an outline for your reports).
One main idea should be kept in mind while writing this documentation: **rather than simply stating <u>what</u> you did, you should always explain and justify <u>why</u> you chose to do <u>that</u>.**

Deadlines
Release version of the game: Friday, 17th January, 2014, at wiki/svn
Documentation: Friday, 17th January, 2014, in both paper and digital form (wiki)
Final presentation: Tuesday, 21th January, 2013, (time/place TBA)
After the presentations, if needed, an interview with the whole group will take place, to discuss issues related to the game, the documentation and/or the team process.

Game design report

1. <u>serious</u> game (purpose and reality)
- **purpose of the game**; what does it need to bring forth beyond the context of the game ?
- what is the strategy you chose to achieve that purpose?; how does it work, and why?
- what is the role of the main operations and game elements in that strategy? how are these elements kept in balance?
- describe the model you have developed for your simulation, and explain the choices made

2. serious <u>game</u> (play)
- description of the game concept; **goal(s) in the game**
- main elements in the game mechanics; game rules
- essential feedback elements (in relation to the game goals)
- challenges and dilemmas presented to the player
- types of choices and actions available (and their role in relation to the game purpose)

3. from prototype to the final game (up scaling)
- what was left out in the prototype? what's the roadmap to the final game? what are the main challenges on that path?
- (non-technical) recommendations and warnings

Game technical report

- describe and justify each of the main technical choices made in the prototype (including engine, libraries used, class structure, effects, user interaction, GUI, …)
- what will be the main technical challenges for further developing the final game ?
- (technical) recommendations and warnings; what did you try but failed? why ?

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8 November, 2013