course **Building Serious Games** – 2013
IN4302TU – 5 ECTS

Working method

Day 1
- Study the assignment proposals
- Choose an assignment (among those available online at Blackboard)
- Form a team accordingly

Week 1
- Write one (or more) game synopses around your assignment, and explicitly answer: (i) why your game fulfils the requirements (age, genre, duration, etc.)? (ii) what exactly you think will consist your game prototype of, and what needs to be done afterwards to get it fully up and running (i.e. make the definitive game). Think of hardware, décor, costs, licenses, etc.
- discuss your game synopsis with your commissioner and get it approved!
- Make an action plan for the whole project (<8 more weeks!), including detailed phased approach, team member roles and responsibilities
- Work starts immediately on the approved action plans!

Week 2
- Elaborate your draft game design document and get it approved

Week 3-4
- Game development with agile, weekly updates (see draft calendar)

Week 5
- Halves presentation: aimed at convincing your commissioner, and gathering as much feedback as possible from all colleagues

Week 6-8
- Game development with agile, weekly updates (see draft calendar)

Week 9
- Game release, documentation and final presentation

General indications
- always communicate to the whole team, with Cc: to instructors (and possibly commissioner)
- at the end of every week, circulate a short update on the status, mentioning all noteworthy events, decisions and possible changes to the plan