



Welcome!





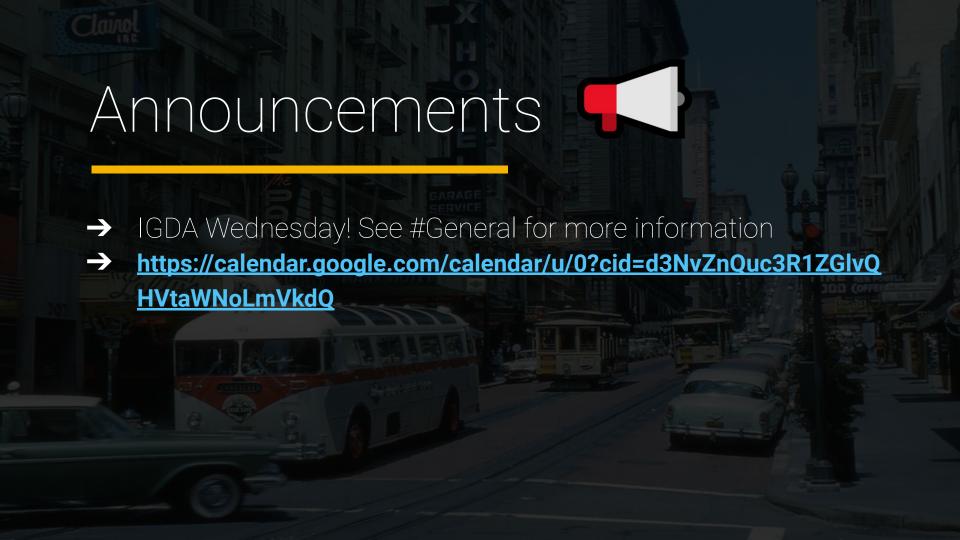
We'll give everyone a few minutes to filter in! While we wait go ahead and:

- Sit in the first 3 rows
- Introduce yourself to someone near you!

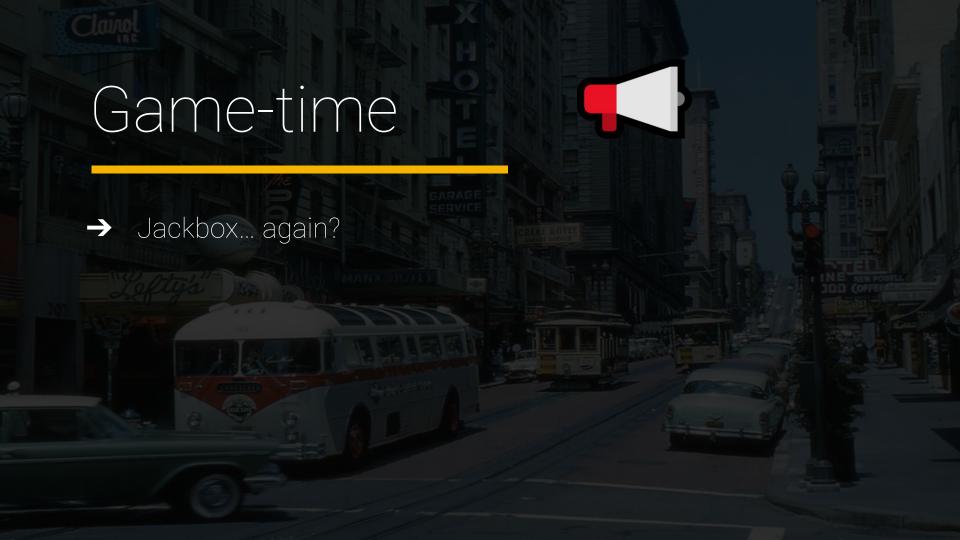
 o (do the regular like name, year, major, etc.)

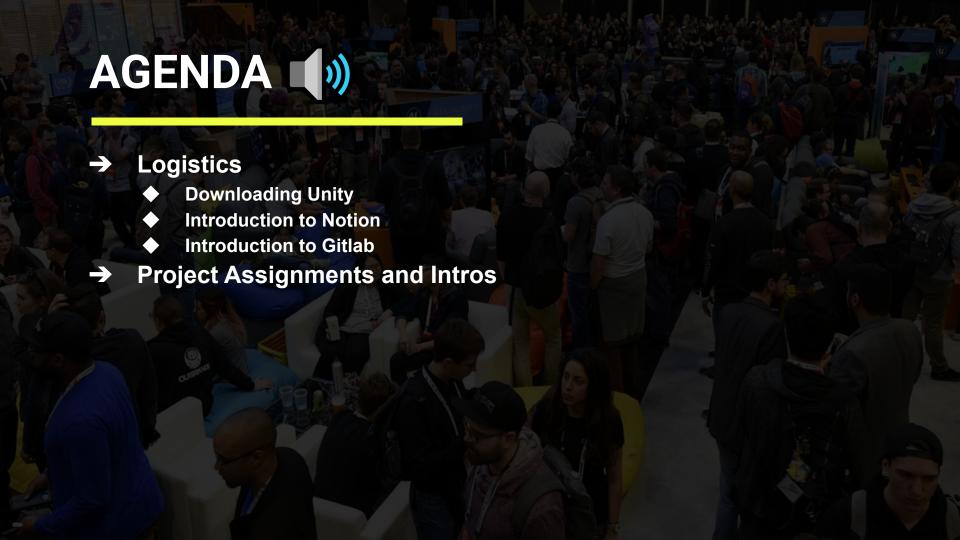
 - Favorite game(s) and why?
 - What game are you confident you can beat anyone in?
 - Gaming industry news (Anyone watch the Tokyo Games show?)



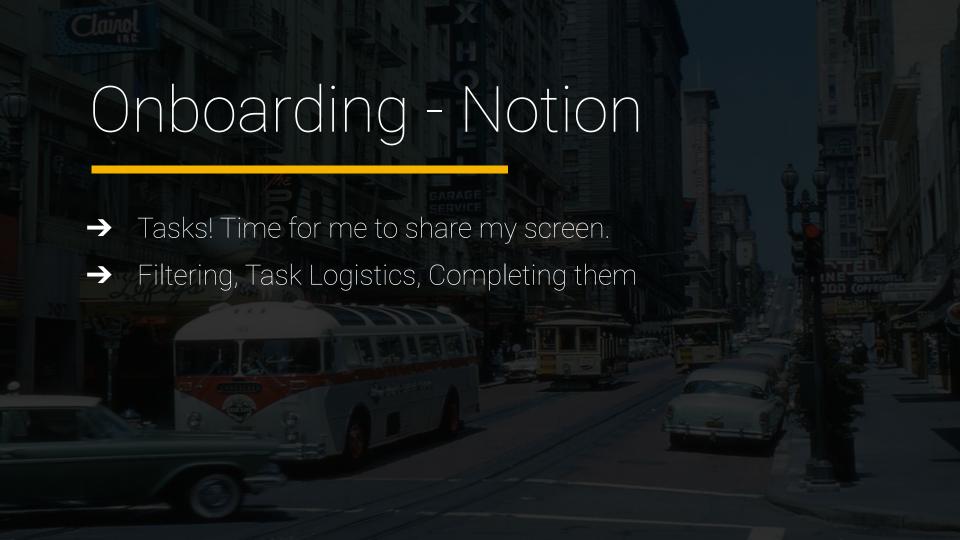














Project Assignments

- Find your project people!
- R&D Which one is R and which one is D?

Melissa Walters Collins

Zhuoting Tina Lin

Zane Mohammad

Sebastian Park

Gavin McGinness

Connor Spears

Nadav Havilio

Production:

Matt Diamond

Eli Fox

Allie Lavacek

Julian Sarkissian

Ravi Bhatt

Ishita Deshmukh

Eugenia Hernandez-Martinez

Lin Yang

Connor Yang

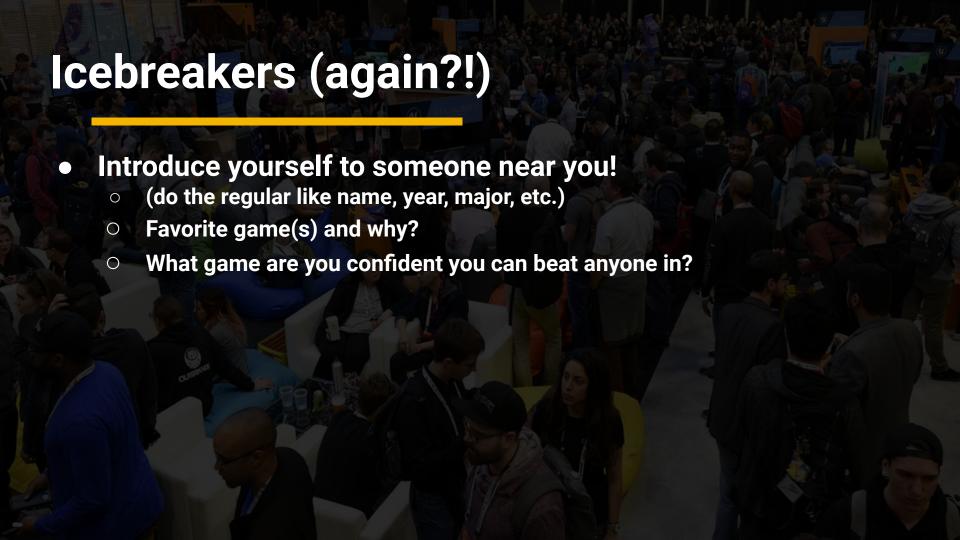
Evan Magill

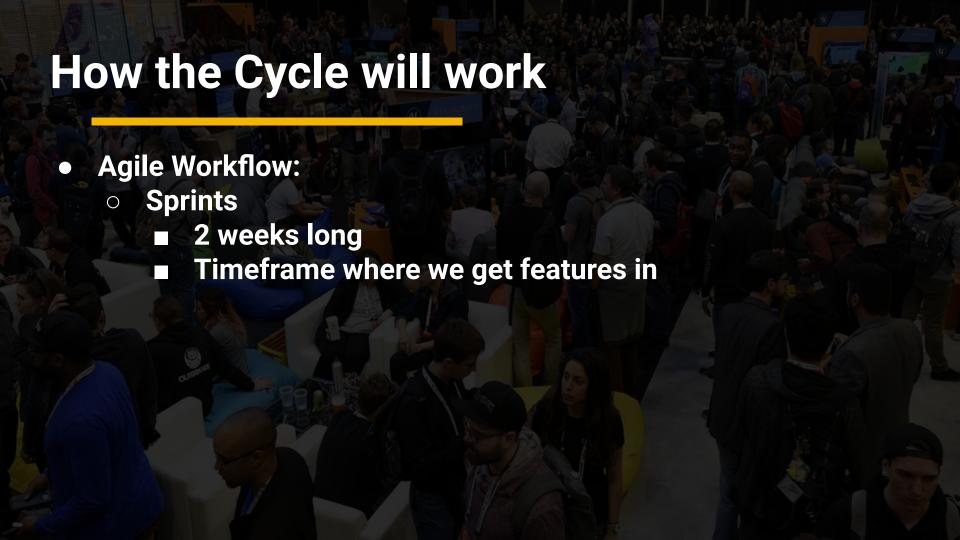
Shane Huntoon

Andrew Hutchinson

Psy Ryu

Daniel Huang

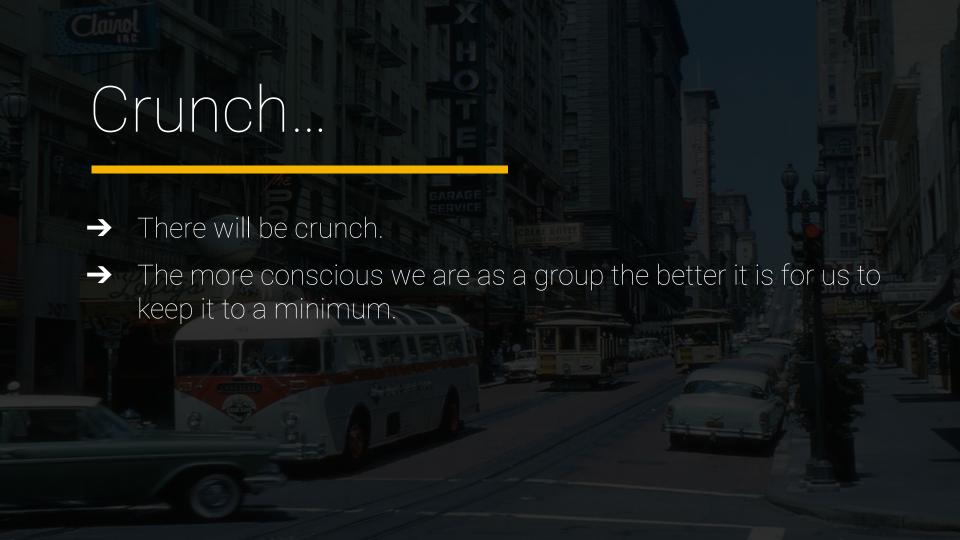






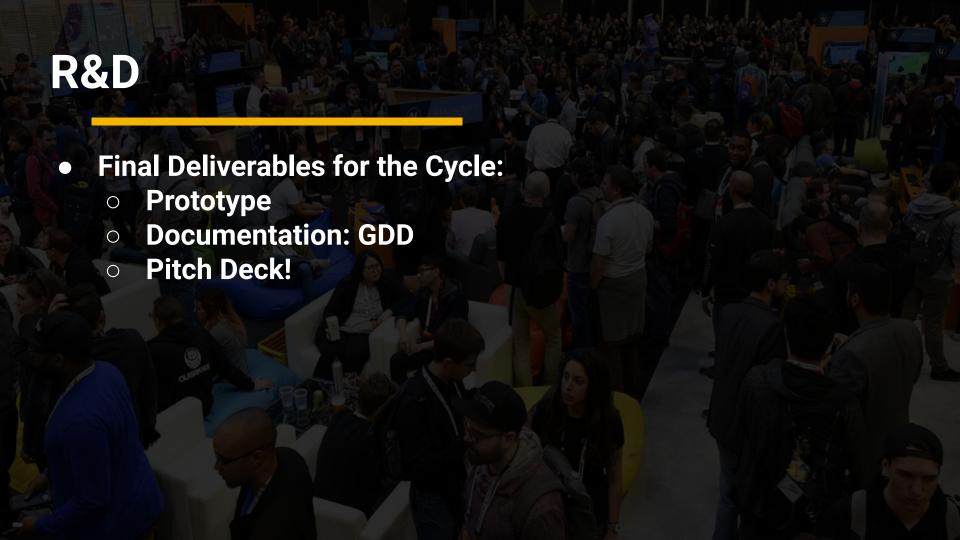
- Sprints:
 - Week 1: Sprint Planning
 - Week 2: Mini-Sprint-Postmortem
 - What we've accomplished, challenges we've run into, and what we plan to do next.

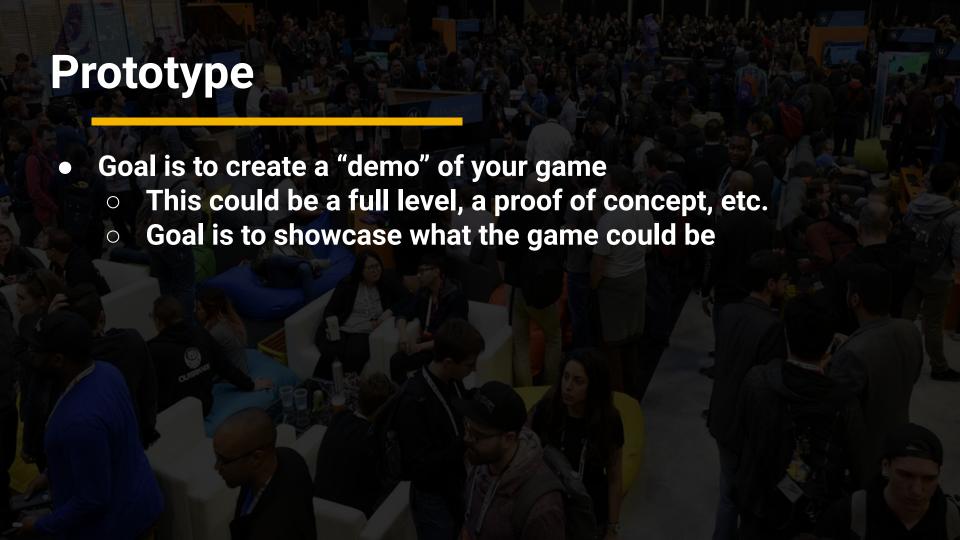






- Use this time to come up with top 10 genres you would like to work on.
- Choose 1 by the end of the meeting today!
- Then get to work on research for the week. Find case studies, draft out important mechanics, have a general outline by next week!





Game Design Document

- Click <u>here</u> 4 doc, click <u>here</u> 4 sample doc
- A game design document explains the core vision of your game idea!
- Super granular and detailed and covers everything you need your team to know about the design of your game
- Overview, theme, characters, story, worldbuilding, gameplay, mechanics, UI/UX

Remember that people from every department can refer to the GDD– developers, artists, narrative writers, etc., so creating a document that's **easy for everyone to understand** (limited jargon!) is really important.

Importance of a Pitch Deck

- Helps communicate the business idea or plan quickly & effectively
- Attracts investment or partnerships
- Helps refine the business/game model and strategy

Tells a compelling story about the game and its differentiation

Shamelessly stolen from SI311

What should your final pitch deck contain?

- Brief overview of the concept
- Financial projections
- Market research data
- Target market / demographic
- Artwork and visuals
- Outline of the proposed features
- Development timeline
- How you differ from your competitors (depends*)
- Information about the team behind the project

A more detailed explanation:

- Title slide: Grab attention with your game's name, logo, and an eye-catching image
- Game concept: Describe your game's concept in an engaging way. What makes it unique?
- Gameplay mechanics: Explain how your game is played, including key mechanics & user experience
- Story and characters: If your game is story-driven, bring its narrative and characters to life
- Art and design: Showcase the visual style and design elements of your game
- Target audience: Define who your game is for and why they'll love it
- Market analysis: Present your research on market trends and your game's place within it
- Competitive analysis: Compare your game to others, highlighting your competitive edge (depends*)
- Marketing and sales strategy: Outline your approach to getting your game into players' hands
- Development timeline: Offer a clear timeline for your game's development process
- Technical details: If relevant, include technical aspects like platforms and system requirements
- Budget and financials: Be transparent about your financial needs and projections
- Demo or prototype: If available, showcase a demo or prototype of your game
- Team: Who's on the team, emphasizing passion and experience
- Ask: What do you need (funding, partnerships) and your immediate next aeio வர் ஒரி ஒரி நிரு விரும் முறியில் கிரும் குறியில் கிரும் கிரும்

