



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!
 - (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?)



Announcements



- IGDA Wednesday! See #General for more information
- <https://calendar.google.com/calendar/u/0?cid=d3NvZnQuc3R1ZGlvQHVtaWNoLmVkdQ>

Attendance!!



Game-time



→ Jackbox... again?

AGENDA

- Logistics
 - ◆ Downloading Unity
 - ◆ Introduction to Notion
 - ◆ Introduction to Gitlab
- Project Assignments and Intros

Go download



Unity Hub

-
- <https://unity.com/download>
 - Please have: Unity 2022.3.36f1
 - You can find it: <https://unity.com/releases/editor/archive>

Onboarding - Notion

- Tasks! Time for me to share my screen.
- Filtering, Task Logistics, Completing them

Onboarding - Git & Gitlab

- Sign into <https://gitlab.eecs.umich.edu/>
- Use Git CLI or GUI (GitKraken, Github Desktop, etc.)

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

Icebreakers (again?!)

- **Introduce yourself to someone near you!**
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How the Cycle will work

- **Agile Workflow:**
 - **Sprints**
 - **2 weeks long**
 - **Timeframe where we get features in**

How the Cycle will work

- **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.**

Expectations

- The game will not be perfect!
- All this stuff that we're doing is miraculous - Shane Huntton

Crunch...

- There will be crunch.
- The more conscious we are as a group the better it is for us to keep it to a minimum.



R&D

- **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!**

R&D

- **Final Deliverables for the Cycle:**
 - **Prototype**
 - **Documentation: GDD**
 - **Pitch Deck!**

Prototype

- Goal is to create a “demo” of your game
 - This could be a full level, a proof of concept, etc.
 - Goal is to showcase what the game could be

Game Design Document

- Click [here](#) 4 doc, click [here](#) 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

Shamelessly stolen
from SI311

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 actions if you get it~~

Sharelessly stolen
from SI311

Production Team

- Onboarding assignments for programmers
- Project Timeline overview
 - Milestones & Goals
 - 90% Game loop
 - Post-Production



DO YOU HAVE ANY QUESTIONS?!?!?! ---









