

Welcome!



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

- Random topics
 - Make a new slang word for piss
 - If you could add an extra limb to your body, what would it be and where (pls be family friendly)
 - Please call Yarger: Yogurt from now on
 - Bonus: on your MDP ask yarger if he's the dancing queen, young and sweet, only 17





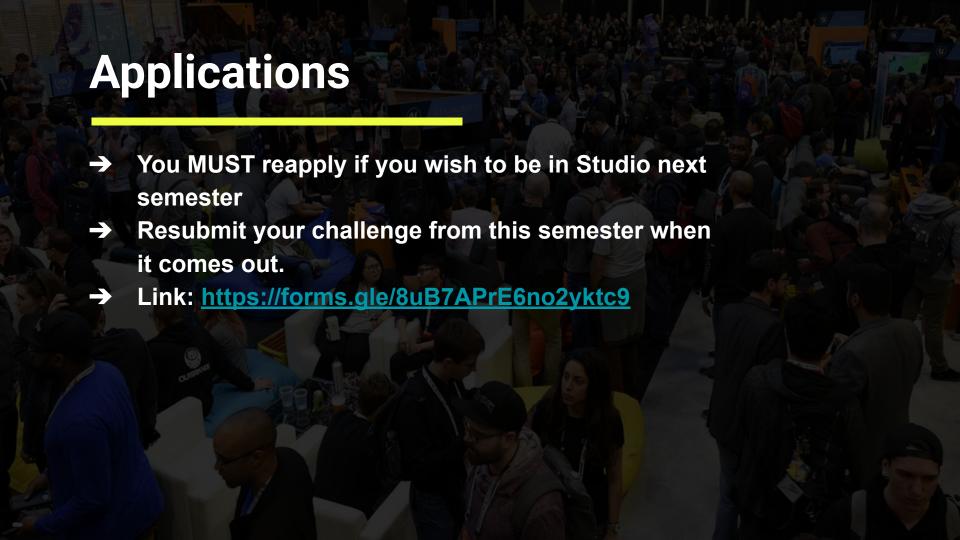


- Intended for helping out with Admin tasks, and training up next Studio Director
- Basic requirements
 - Student at UMICH
 - Available to be Director for the next year
- More listed on the form:

https://forms.gle/GHA9ercMHEW1TT1Z9

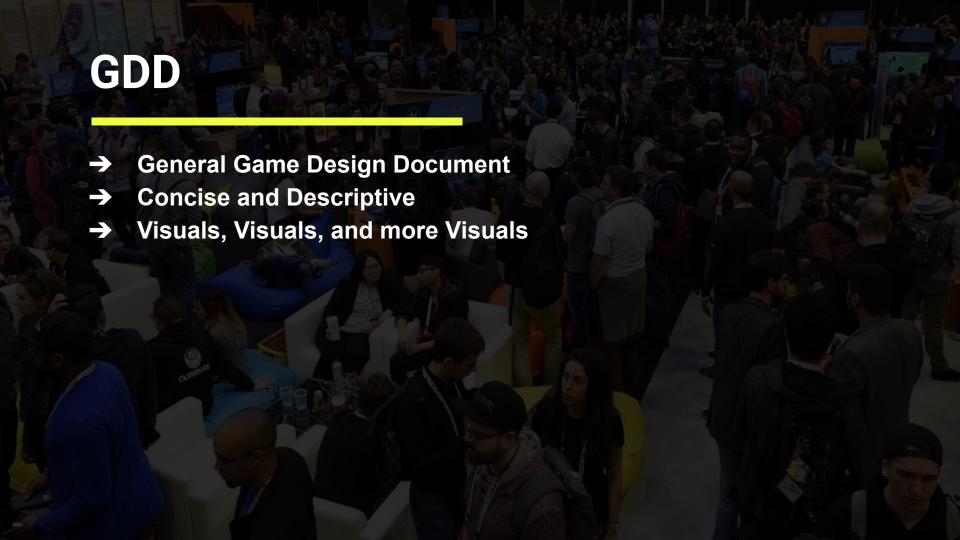








- → Rough Draft: December 6th
- → Prototype Due: December 8th
- → Final Deliverables Due: December 15th
- → These are deadlines that MUST be hit.
 - ♦ So it will be a strike if missed.
- → References: here





- → A game design document explains the core vision of your game idea!
- → Should cover everything you need your team to know about the design of your game
- → Overview of theme, characters, story, worldbuilding, gameplay, mechanics, UI/UX



- → Focus on references and research
 - What games and media make up the bulk of your inspirations?
- → 1 sentence per category, be concise
 - Use a shit ton of pictures from your references, concept artworks, and finished assets





- → 1-3 pages
- → Must include:
 - 1 paragraph summary of audio needs this may include music, sound, & dialogue
 - Music Playlist summarizing what vibes you want for your game

WSS FA 2024 Audio Design Document

Example Documents:

- Project Hollow
- → Project Hike

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

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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

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 ae io வர் சூர் stolen

from SI311



