



# 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



# Announcements

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- 1-ish weeks left!!
- Pizza is at 1pm!
- MDP due tonight!!!



# Associate Director Position

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- 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>

# Attendance!!

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# AGENDA



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- Associate Director Position - opened!
  - Applications
  - R&D Final Deliverables
  - Production Time
  - Pizza!

# Applications

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- You **MUST** reapply if you wish to be in Studio next semester
- Resubmit your challenge from this semester when it comes out.
- Link: <https://forms.gle/8uB7APrE6no2yktc9>



# R&D Final Deliverables

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- 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](#)

# GDD

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- General Game Design Document
- Concise and Descriptive
- Visuals, Visuals, and more Visuals



# GDD in detail

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- 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

# Art Design Document

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- 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



# Programming Design Document

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- Diagram of Programming Architecture
- Softwares, Tools, Conciseness
- No page limit. Please be as concise as possible.

# Audio Design Document

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- 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

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- 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?

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- 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

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# A more detailed explanation:

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- 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~~

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# DO YOU HAVE ANY QUESTIONS?!?!?

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# Work time!!!

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