

## GDP20-21: MILESTONES AND HOMEWORKS

Each team must upload on Teams the documents required for each deadline. No submission made through email (or any other media) will be accepted. Please note that the deadlines are strict (the system automatically closes the upload at 23:59 of each deadline).

The **theme** and the **constraints** are those given to you during the first lesson: levels/stories not conforming will **not** be accepted.

When uploading the file, please make sure to insert your team's name (and each team member's name and id code) in the documents. Anonymous document will **not** be considered.

### 1<sup>st</sup> milestone (Nov. 4)

#### 1. Main story and detailed story of your level

1. High concept (max 250 words)
2. Settings (max 250 words)
3. Synopsis (max 250 words) of the story (specify how many acts your story structure has)
4. Story (max 500 words)
5. Story flowchart (try to map story sections on game levels)
6. Themes (max 250 words)
7. For each character:
  - a. Description (max 250 words)
  - b. Circumplex
  - c. Maps of the relations with other characters (if necessary, also evolving in time)

#### 2. Level script:

1. detailed story (with at least a first draft of quotes and main dialogues) for the level you are developing for your project

NOTE: There is no strict limit for the detailed story of your level, but try to keep it short!

#### 3. World diagram

#### 4. Goals outline

#### 5. Data organization document

Max 10 pages.

A template will be provided.

### 2<sup>nd</sup> milestone (Dec. 13) Final delivery (docs)

#### 1. Detailed level diagram

#### 2. Detailed level description, including:

1. Puzzles
2. Rewarding and teaching systems
3. All the remaining relevant aspects we saw during the classes

#### 3. Level flowchart(s)

#### 4. Event diagrams

#### 6. Reference images, concept art, audio

#### 7. Revised story and level script

#### 8. Any other stuff you have produced so far

#### 9. Data organization document updated

### 3<sup>rd</sup> milestone (Jan. 10) Final delivery (protos)

#### 1. Physical prototype(s)

#### 2. Digital prototype(s)

NB: instruction for delivery will be notified before the deadline, depending on the sanitary situation