

Game Pitch Proposals

Due:

Refer to Canvas Assignment for specific dates

Presentations will be according to timeslot sign-up. Look out for an announcement regarding the sign-up.

Late Policy: Don't be late

Description

Each team will create a short **PDF proposal document** (approximately two pages), accompanying **slide presentation** describing your proposed game, and **prototype interaction demo video**. You will also give a **presentation of your slides and demo video followed by a Q&A**.

Your audience will be the TA(s) that will help guide you in your design and work plan.

Topics you should cover include outlining the design for the game (e.g. formal elements, game mechanics, etc.). Your game must conform to the previously shared requirements.

Contact the instructor(s)/TA(s) if you have any questions about the guidelines or the format of the presentation (aim for 5 minutes plus another 5 minutes of questions/comments). In your proposal document and presentation materials, you need to briefly communicate:

- The basic gameplay and core mechanics. What unique gameplay are you attempting to implement? The demo video may be helpful here during the presentation.
- The formal elements of the game, the rules, the characters, the objectives, etc. During the presentation, feel free to gloss over what you feel are the less important aspects of the formal elements in order to fit within the time constraints.
- If you have story/narrative components in your game, you can briefly present this information as well
- Work plan. How will you divide the work among your team? What significant algorithms/libraries etc. do you identify as being crucial to the game development (e.g. flocking behavior for NPCs, networking that supports multiple players, etc.)

The interaction demo is an early prototype implementation of your controllable game object (e.g. character or vehicle). It is ok if it's very rough and uses placeholder

components such as a simple capsule collider. The demo should explore some of the key interactions proposed for the game. For instance, if your game concept involves a little boy on a pogo stick that squishes enemies and jumps on platforms, then you might make a controllable bouncing capsule with some targets to land on and some platforms to navigate. You won't be turning in the software. Instead, only present and submit the video.

Rubric

Concept (20): 20

Meets prj reqs (20): 20

Live presentation (20): 20

Prototype video (20): 20

Write-Up Total (20): 20

- Write-Up: Gameplay Mechanics (5): 5

- Write-Up: Formal Elements (rules, character, objectives, etc) (5): 5

- Write-Up: Workplan (5): 5

- Write-Up: Clarity/Formatting (5): 5

Total (100): 100

Deliverables

Turn in your documents and video via Canvas labeled with your team name. (Only one team member needs to do this)

- **PDF proposal document**
- **Slide presentation**
- **Prototype interaction demo video**