GLD19-20: MILESTONES AND HOMEWORKS

Each team must upload on https://upload.di.unimi.it the documents required for each deadline. No submission made through email (or any other media) will be accepted. Please note that the underline 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: games/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.

1st milestone (Nov. 7)

1. First draft of the main story
1. High concept (max 250 words)
2. Settings (max 250 words)
3. Synopsis (max 250 words) of the story (specify how many acts has you story structure)
4. Story flowchart
5. Themes (max 250 words)
6. For each character:
    a. Description (max 250 words)
    b. Circumplex
    c. Maps of the relations with other characters (if necessary also evolving in time)

Possibly try to map story sections on game levels

2. World diagram

3. Goal outline

2nd milestone (Nov. 28)

1. Main story and story of your level completed
1. All that you have already produced for the 1st deadline, but refined and also detailed for your level
2. Level script: detailed story (complete with quotes and main dialogues) for the level you are developing for you project

NOTE: complete main story should be around 500 words max. There is no limit for the detailed story of your level

2. Data organization document

3rd milestone (Dec. 12)

1. Detailed level diagram

2. Detailed level description

3. Data organization document updated

4th milestone (Jan. TBD) Final delivery

1. Level diagram (final)

2. Level description (final)

3. Level flowchart(s)

4. Event diagrams

5. Complete story & related stuff (characters, circumplex, etc.)

6. Reference images/concept art

7. Any other stuff you have produced so far