Game Design Presentation Project

IMOG4050 Flash Game Project

Evaluation : 20% of final grade

Due Date : Jan 14

Project Description

Each student will present their game design to your instructor / fellow students. The game design presentation will include:

- High level concept of the game
- A storyboard outlining the game play and interface of your game
    - Your presentation should include a detailed walkthrough of the game using these storyboards – we should get a good feel for how the game will be played.
- A detailed timeline (trello.com)
    - Your game should be broken down into small features
    - Each feature should include a deadline – be feasible with this estimate
    - Each feature should include a measurement of complexity (rate the difficulty level on a scale of 1 to 5)
    - Each feature must include a list of game assets (animations / sound effects / etc.) needed for completion
    - The timeline must be documented with a tool called Trello (www.trello.com). Trello is a web application that facilitates swim lane project management. It also facilitates group collaboration. You can login to Trello with a google account. See in class demonstration of typical setup (https://trello.com/b/HWooBwVa/game-project-demonstration). Be sure to add Sean Morrow (s3anmorrow) as a member of your board.

The presentation must be detailed and professional. You can think of this presentation (maximum 5 minutes) as a pitch to explain your game idea. No "what ifs" should remain to be asked!

Requirements (Marks breakdown)

Game Design Presentation	
High level concept of game	2
Game Play / Screens Storyboards *Neatness, detail, etc.*	5
Game Walkthrough with storyboards	4
Timeline *Details, feasibility, estimated hours, complexity rating, game assets for each feature, etc.* *How much thought was put into the timeline?*	6
Professionalism	3
TOTAL SCORE	20

Other Notes

- The presentations will take place on the due date during our scheduled lesson time. Be sure to be ready!