



## Conditions for the Joint Production, May 2010

### The Assignment

#### Goals for the May 2010 DADIU Production

For many this will be their first DADIU production and therefore you will be given a set of strict conditions to help you focus and scope the project. Being part of a DADIU production is as much an exercise in working in a large team as it is an exercise in creating a finished computer game.

The delivered game **must** be a finished, polished and fully playable game. In order to accomplish this within such a short production period, you will have to focus on very few game features and re-use them as much as possible.

#### On participating in your first DADIU production

In the first DADIU production the focus is more on the process than the product. You will also be evaluated on your game, but you should yourself reflect and evaluate yourself as how you worked as a team player. Since the conditions for the first DADIU production are quite strict you might find that your talents and skills cannot be used to your own satisfaction. In the second DADIU production you will be given a lot more freedom and should then know the nature of a DADIU team.

So participate with an open mind and regard the first production for what it is: a learning experience and a unique chance to create a finished computer game.

### The Conditions

#### Conditions for Content

- The game **must** be playable as a single player game
- The game **must** include 3D elements and a main character
- The target audience **must** be 3-7 year old children
  - A first time player (or players) **must** have a well-rounded game experience after playing the game for a maximum of 5 minutes
  - The final (or near final) game **must** be tested on the intended target audience and the result of this test is a delivery on its own (see below)
  - You may optionally narrow down the target audience (example: 5-6 year old boys)
- The game **must** be controlled by a mouse and only use the left mouse button
- The game **must** communicate clearly to the player how the game is played
  - The games ability to teach the player the game rules and how to play the game **must** be part of the final test
- The game **must** include an AI (artificial intelligence) feature
  - The AI feature (or features) **must** be directly related to the core game mechanics
  - The scope of the AI feature(s) may be as simple as a path-finder or as complex as a competent AI opponent or an adaptive difficulty system