Term Project Proposal (10%)

Due: March 14th. Upload to Brightspace by 11:59pm Newfoundland time.
Min. 500 words, Max. 750 words.

The goal of the term project proposal is to give me an idea of what you will be implementing for your term project and how you plan to meet the outlined requirements (as written in the Term Project document).

Your project proposal will consist of the following sections:

1. Description of the Game or Art Installation Concept

This section provides a brief overview of the proposed game or art installation. It should include the game premise, concept, and goals for the player or user. Explain why the chosen theme would be compelling to the user.

2. Core Features and Functionality

This section provides a lower level explanation of how the user will provide input to the game and a lower level description of functionality that your game or installation provides. For example, if you have lives for a player, explain how they will increment or decrement. If your player attacks particular enemies, how the attack is undertaken.

3. Categories

This section provides justification of how you will meet each categorical requirement, as outlined in the Term Project document and how it will contribute to your game or installation.

4. Responsibility Division (<u>pairs only</u>)

If you are working in a pair, a fourth section will include how you will plan to divide up responsibilities in your implementation.