

# Final Project Proposal (due on 4/3)

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It's time to start thinking about the final. Create a written proposal for your final project. It should be 1 - 2 pages. The proposal will act as a roadmap, keeping you focused both conceptually and technically for the final project.

If you have any questions about your specific project direction, scope, resources, etc. DM/email me.

## Requirements

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1. Your proposal must include a conceptual description of your proposed piece. It should:
  - Motivate the concept behind your project.
  - Describe what you want the final piece to be. Describe it in enough detail that someone outside of class would be able to understand.
  - Place your work within the context of at least 3 other pieces of game art, art games, games, etc. Be sure to make the connections clear.
2. Your proposal must include a description of the technologies/skills you'll need for your application. Example questions to consider:
  - Do you need a controller?
  - Is it a piece intended for mobile devices?
  - What aspects of scripting will you need to learn?
  - What types of things will you need to model and animate?
3. Your proposal must include a schedule of milestones.
  - Break your big idea down into smaller, manageable chunks.
  - You should have at least 3x milestones. In general, the more milestones, the better.
  - Schedule your milestones on a weekly basis. What will you get done each week between now and the final critique?

## Living Document

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The proposal you turn in isn't set in stone. Think of your proposal as a living document. It can - and should - change as you learn and experiment. When it does change substantially, let me know.