



# GAME 1005 Game Production I

## Game Proposal (40%)

### DESCRIPTION:

For this assignment you are responsible for a game proposal of an original game. The game proposal should consist of the following:

1. Game concept (10%)
  - a. Initial concept
    - i. Genre
    - ii. Platform
    - iii. Revenue model
  - b. Competitive Analysis
  - c. SWOT Analysis
  - d. Defined Concept
    - i. Mission Statement
    - ii. Game Setting
    - iii. Gameplay Mechanics
    - iv. Story Synopsis
    - v. Concept Art
    - vi. Audio
    - vii. Risk Analysis
2. Prototype (10%)
  - a. Working C++/SDL example
3. Game requirements (10%)
  - a. Define Game Features
  - b. Define Milestones and Deliverables
  - c. Evaluate Technology
  - d. Define Tools and Pipeline
  - e. Documentation (Design, Art, Technical)
  - f. Risk Analysis
4. Game plan (10%)
  - a. Schedule
    - i. All tasks
    - ii. Estimated duration
    - iii. Task dependencies
  - b. Staffing Plan
  - c. Budget

### DELIVERABLES:

Upload your Game Proposal document to Blackboard.

### DUE DATE:

The document is due when you present your pitch.