



# TEST: A GAME MEANINGFUL TO YOU

## Overview:

This is the last project of the subject. It is an individual project, evaluated as the final test of the course.

This is a **mandatory** delivery, required to pass the subject.

For this project, you are required to create a **microgame** about yourself using the tool **Bitsy**.

The microgame must expose, or at least generate, something artistically meaningful for you around a personal topic.

Try to explore how to communicate something about yourself through a game:

- Maybe it's a presentation.
- Maybe it's a job interview.
- Maybe it's a diary.
- Or perhaps it's just a walking sim with notes and dialogues scattered throughout.

## About the Tool:

**Bitsy** is an online game-creation tool that is very limited in terms of mechanics but is very accessible and fun to use. I suggest exploring the tool a bit while you brainstorm your game ideas.

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## Summarizing:

- You are supposed to create a **microgame** about yourself. You can choose an aspect of yourself, a life experience, or a feeling, and then create a game around that topic.
- You must use the tool [Bitsy](#).

- You also need to record a short video (90–120 seconds) explaining what you aim to achieve with the game. This video will serve as both a design document and an introduction to your microgame.

## Academic Objectives:

- Develop game design abilities.
- Develop self-regulation

## Deliverables:

The project is due on **28/01/2025**. Below are the specific deliverables and their corresponding formats:

DATE	CONTENT	FORMAT	INDIVIDUAL/GROUP
28/ 01/ 2025	<b>Microgame</b>	<b>HTML</b>	<b>Individual</b>
28/ 01/ 2025	<b>Video Pitch</b>	<b>mp4</b>	<b>Individual</b>

**FINAL DATE: 28/ 01/ 2025**

## Activity & Process to follow:

### **PHASE 0: Decide your theme**

**Think about something about yourself that you want to share.** *As always, brainstorm for a while, pick different ideas, try them in your mind or paper, and decide which one develops more.*

### **PHASE 1: "Preproduction"**

**Start preparing the microgame.** *Structure your game: Prepare a short list of things to do, prepare a structure of the level you want to create. DO NOT start working on the actual game without planning. That's rather amateur and generates problems during any development.*

### **PHASE 2: Production**

**1. Confirm you did PHASE 1.** *If not, go back to it.*

**2. Create the microgame. Test it. Iterate it for a while. Show it to someone.**