



**triOS COLLEGE**  
*BUSINESS • TECHNOLOGY • HEALTHCARE*

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Name: \_\_\_\_\_

Date: \_\_\_\_\_

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# **Video Game Technical Design Week 3 Assignment Version: 2.0**

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**Faculty of  
Video Game Design & Development +  
Internship**



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Choose one of the 5 one pager GDDs and create a power point presentation pitching the game to the class. The presentation should be between 3 to 10 min long and cover all points in the outline.



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## Video Game Digital Media

### Video Game Design & Development + Internship

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Evaluation:

SECTION	SCORE
Title High Concept Story Outline Gameplay Platform Development time Summary Any Licensing needed	15/15
Speaks Clearly / Good Volume Provides Eye Contact with group Good timing Generates Interest from peers (‘I would play that’)	5/5
TOTAL	20/20



## **Video Game Digital Media**

### **Video Game Design & Development + Internship**

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**Very well prepared**