

White Paper

Your goal in this assignment is to produce a white paper describing your criteria for the production of a simulation or game that you will contract out to a professional programmer. Free yourself from thinking about the code, but do think about what you have learned about the strengths, weaknesses and possibilities of simulations and games. The white paper should include the following:

- What purpose does the simulation/game serve?
- What system does the simulation/game represent?
- Who is the audience for your simulation/game?
- How will the learner interact with or use the simulation/game?
- What are the design constraints?
- What are the highest priority features of the underlying model?
- How do you expect the simulation/game to provide usable feedback?

You should also provide a sketch

- The sketches can be either screen shots of a project that you have started or just sketches that you draw
- Define a series of questions that you would like to investigate using your simulation
 - Think about what purpose your simulation/game serves
 - Think about the audience of your simulation/game
 - What can the user interact with your simulation/game?