Before we start!

❖ Write down your GAME’s name on the board
➢ We will do presentations in order by number
Today In Class & Project 4 Intro

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Project 3: Presentations
Introduce Project 4
Project 4 Start
- Client (Red Cross / Red Crescent Climate Centre) presents the problem
- Brainstorming
Presentations

- Rik was wrong! Slides were intended to be required, but were not!
- For Project 3: slides & visuals are recommended to help your presentation stay on topic
Project 4: Small Game Project

Goals:

❖ Create a **small** but **fully functional** and well- **polished** web browser game for an external client, using the project and team management techniques learnt in this class.

❖ **Use design iteration techniques** throughout early prototyping and focus testing to improve your ideas throughout development.
Goals

❖ Small but fully functional and polished?
  ➢ Same design scope as previous 2 projects

❖ 8 week project!
  ➢ 2 weeks to concept & prototype multiple game experiences!
  ➢ Remember: iterate on designs

❖ Design grounded in sources given by client
Design Constraints

❖ Mechanics:
  ➢ Trade-offs in Decision Making
  ➢ Planning for Randomness
  ➢ Opportunity Cost
  ➢ Future risks (and risk analysis)
  ➢ Side-effects
    ■ Immediate
    ■ Long-term
Target Audiences

- Red Cross staff and volunteers
- Community organizers
- Youth
  - univ students, younger students, interns in orgs & govt, etc
- People at risk
  - shantytown dwellers, subsistence farmers, fishing communities etc
Other Requirements

READ the PROJECT 4 HANDOUT!

❖ Maximum play length: 10 minutes
❖ Single or multiplayer game (no networking!)
❖ User interface tested for legibility and usability
❖ Game must use & play audio for the player
❖ Polished: Art, audio, mechanics support to create a unified aesthetic
❖ Give design thought to spectating users
Wed, 10/15:
- Brainstorming in groups based on topics given by client

Between 10/15 & 10/20
- Read material on the topic you are interested in
- Use mailing list to start forming teams

Mon, 10/20:
- In class:
  - Team Formation
  - Brainstorming
  - Pitching
Timeline & Deliverables

❖ Weds, 10/22:
  ➢ Turn-in:
    ■ High Level Design Doc or “Back of Box” Copy (1 per team)

❖ Mon, 10/27:
  ➢ Turn-in: Product Backlog
  ➢ In Class:
    ■ 2 minute presentation: the core of your game design idea
    ■ Playtest: Playable version required!
Timeline & Deliverables

- Sprint Tasklists due weekly
- Product Backlog due on:
  - 10/27 & 11/24
- In-class Playtests (can use 2 for Focus Test Reports):
  - 10/27, 11/5, 11/24
- 2-min Presentations in Class:
  - 10/27, 11/12, 11/26
Wed, 12/10: Project Due

➢ *Turn in:*

- Digital Game Prototype Builds (1 set of builds per team)
- Individual written postmortem (1 per person)
- Design Changelog (1 per team)
- Updated High Level Design Document: (1 per team)
- Focus Test Reports. (4 per team)

➢ *In-Class: Postmortem Presentation (20 minutes per team)*
Postmortem Presentation

- Rehearsal: Mon, 12/8
- Final: Weds, 12/10
- Requirements
  - Guest (someone who hasn’t played before) will play game live on stage for no more than 10 minutes
  - 10-15 minute presentation on process
    - Project management
    - Team management
    - Design iteration techniques
Brainstorming Groups

Form brainstorming groups based on a topic:

❖ Cholera
❖ Early warning w/ Early action
❖ New Funding Tools for Disaster Preparedness
❖ Urban Risk Management
❖ Ebola

Brainstorm will last for 4x 5-minute sessions

❖ Change secretaries during the switch
❖ Change topics at any switch period
Before Next Class (10/20)

◆ Read the material for your topic!
❖ Start Team Formation via the Mailing List
➢ Did you have 8 people interested in the topic during brainstorming?
➢ Are you more interested in programming/assets over design? Let the class know!
➢ Are you more interested in mechanic design over the topic?
❖ Team Formation will be finalized on Monday, 10/20
➢ If you are undecided, Rik will put you on a team