Today In Class & Project 1 Intro

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Introduce Project 1

Lectures: Brainstorming, Prototyping, and Low Fidelity Prototypes

In Class Work:
- Brainstorming for Project 1 (in small groups)
- Team Formation
- Start work on Project 1
Project 1: Low Fidelity Prototyping

Demonstrate a working mechanic via a low-fidelity paper prototype to serve as the prototype for a digital game, while tracking and understanding how your game design changes over time.
Other goals:

❖ Teamwork
❖ Brainstorming
❖ Working Fast
❖ Project 2
Timeline & Deliverables

❖ Mon, 9/8: *In class*: Brainstorming, Team formation.
❖ Weds, 9/10: *in class*: Playtesting (Playable required.)
❖ Mon, 9/15:
  ➢ *Turn in*: 
    ■ Individual written postmortem (1 per person)
    ■ Changelog (1 per team)
    ■ Vision document (1 per team)
  ➢ *In-class*: 
    ■ Presentation: 1-minute pitch of game
    ■ Demonstration of game
A bit of Project Management: Design Changelogs

❖ Record date, design changes & reason for change (ie, improve a goal, make game faster, make it possible, make it easier, whatever.)

❖ ‘Date’ ‘Action’ ‘Problems’
Brainstorming

❖ Form a Group of 6 with people closest to you!
Brainstorming

❖ “Planning for Randomness”

❖ Brainstorm:
  ➢ Themes
  ➢ Mechanics
  ➢ Concepts
Team Formation

❖ Split your Group of 6 in two!
❖ Each team of 3 choose 1 item from your list
❖ We will use this idea for the Prototype Workshop

❖ Goal: Test the Idea through Prototyping
  ➢ If it doesn’t work: change it or choose another