GDD 325 Concept Options

Due Date: October 2

Overview

This is a minimal list of expectations. Doing the minimal will typically only get you a C

Things that get better grades: Completion of extras, getting ahead of schedule, exemplary execution…

This is typically due as part of sprint 1. It may also be required for paired prototyping and additional sprints.

Details

Concept

Game OPTIONS *(Inception Document plus a little more)*

- Game description (elevator pitch, game style/genre, audience…)
- Possible game rules, mechanics, outline of game flow
- Game naming conventions
  - programming style, directory structure, filenames…
  - examples are useful for this
- List of software to be used
  - Code and Image Editors, libraries, frameworks…
- Market Analysis
  - Who is your game for? Why will they play/buy your game?
    How does it meet the needs of your client?
  - Also include comparison analysis
    - What other games are like yours? How is yours similar? How is it different?

Concept

Art OPTIONS

Rough sketch, quality variable, must be useable to convey idea, useable as reference

Files preferably as PNG or JPG files or GIF

Image size and resolution should be adequate to properly convey the aspects being illustrated

--- with aspects specifically called out/highlighted/emphasized/circled/identified

--- with text comments explaining what is being shown

These may be photo images of hand-drawn artwork (comments need to be legible / readable)

Things to address here include but are not limited to:

- Colors, line styles, perspective, general theme/feel/appearance
- Examples of various aspects of what MIGHT be used in the game

Turn-In

Turn in pdf document of game options

Turn in a zipped file of all artwork options