# GDD 325 Paired Prototype Assignment

## Materials Due: February 5, 2016, 8:00 AM
## Peer Eval Due:  February 5, 2016, 11:00 PM

## Overview

You will be assigned a teammate (teams will be at least 2 people: 1 artist and 1 programmer)
***Each team will be given 2⁺ game project ideas and the team must select <u>one</u> to work on***
The team must then create a mockup <u>and</u> a prototype relevant to the game idea
A presentation of the results must also be prepared and given to the class (circa 6 minutes)
Each team member must also complete an evaluation form on all team members.

## General Objectives

Learn about: Prototyping, Teamwork, Project Decomposition, Task Scheduling, Stress Management

## The Short of It

As a Team
Create and turn in:
> Game Mockup (shows the game in its envisioned entirety) with Video to demo game idea
> Game Prototype (working game)
> MP4 Video Capture of the game being played (useful for the presentation)
> Design Document (updated inception document)
> > Includes any artwork that did not make it into the prototype or mockup
> Presentation (circa 6 minutes)

As an Individual
> Turn in a teammate evaluation/ranking.

*Details follow – read them carefully. Ask questions when needed.*

# DETAILS (things to turn in)

**The Mockup** *(game design: envisioning and presenting)*
>   Visual/physical representation of the game as envisioned
>   Should be able to use it to walk the audience through the game idea
>   Use it to convey the story, the rules, the mechanics, and the "fun" at a high level
>   **A video (mp4) of this being used to demonstrate the game is also due (1 to 3 minutes)**
>>   *--- Same format/compression as described below for video of the prototype*
>>   *--- Can be created by recording demo using a phone or tablet or webcam*

**The Prototype** *(game development: decomposing, experimenting, and testing how to achieve the design)*
>   From the mockup some questions should arise. Usually on details of:
>>   Gameplay (mechanics and rule systems)
>>   Game appearance (look and feel and sounds)
>>   Interface (user input and output/feedback/measure of progress)
>   Use the mockup to answer those questions (iterate) – then implement those answers in prototype

>   The prototype must be implemented to run on a computer (i.e. run in at least 1 browser)
>>   Would be nice if the prototype was online (has a URL anyone can go to)
>   People must be able to play it (i.e. it must be interactive)
>   All content must be appropriate for most any audience (i.e. keep it clean)
>   Must include a credits screen including anything that is not original and being used – even if it was "free," you must state where it came from if not yourself (apply this to sounds, images…)
>   This should be fully playable, but will likely require using an abundance of placeholders
>   Should show implementation/use of answers to questions that the mockup generated

**The Video**
>   Must be in MP4 format
>>   16:9 ratio: 1280x720 pixels, video codec H.264, with any audio as AAC
>>   640x360 pixels also ok if file size gets too big
>   1 to 2 minutes (long enough to play through the prototype, might be just highlights)
>   Suggested Capture Tool: CamStudio 2.7 r316 (or similar)
>>   Download from: http://www.majorgeeks.com/mg/sortname/video_editors.html
>   Suggested Conversion Tool: Handbrake (or similar)
>>   Download from: https://handbrake.fr/

**The Design Document**
>   To begin the project you were given an Inception Document to start from.
>   Update this to match YOUR vision and interpretation of the original as well as YOUR mockup, prototype and art style. This should include an additional section for concept artwork – options, and concept artwork – selected. Thus artwork that did not make it into the mockup or prototype can still be highlighted. *Note: the selected section should be artwork that was explicitly used in the prototype and is useable as reference work for the game, i.e. defines the game's art style.*

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**The Presentation**

Target duration should be about 6 to 7 minutes (including setup)

All team members are expected to speak and contribute

Generally the presentation follows this outline:

Begin with who you are and what your game is (high level, elevator pitch)

Walk through the mockup

State the questions you encountered/wanted to answer (and why)

Reveal the art style options and selected choices for use in the prototype

Use the prototype video and/or do a live demo of the prototype

Illustrate how your mockup answered questions and how they helped implement the prototype

**The Ranking (Individuals turn in separately)**

You must also turn in a teammate evaluation/ranking

A word or excel document (form) for this should be available online

# Rules and Restrictions of the Assignment

**Tools**

Anything team members agree to use and have access to

Generally anything installed in the lab, or on your laptops, or that is freely available

**Game must be in HTML5 using the Canvas Element (and JavaScript)**

*Again: **Prototype must be implemented using HTML5 – Canvas***

*Must be created from scratch or using a 'framework' provided by the instructor,*

*unless special permission is given (get it in an email)*

**Work by Others**

Most work must be original in creation *(limited parody work may be ok, check with instructor)*

Any work done/created by a non-team member

Must be cited properly

Visible to anyone playing the prototype (e.g. in the prototype credits)

Must be used in a unique/original way specific to the game idea that the prototype is testing

Usage can vaguely be described as "creative reuse of minimal part"

Usage must NOT be harmful or derogatory towards original author(s)

**Turn-In Directions**

Correctly submitting your work is worth 0 points

but if not done correctly will likely result in nothing to grade.

Each team must make one submission to the appropriate D2L drop box.

Submit each item as its own file:

mp4 video for mockup, zip file for prototype, mp4 video of prototype game,

pdf/docx design doc, pptx for presentation

Each team member must individually submit an evaluation form on his/her teammate(s)

to a different dropbox than that used for the team items.