

# GDD 325 Concept Options

**Due Date: February 12**

*All items and details (dates, typo fixes...)  
subject to change – always check with  
instructors, and watch the deadlines for  
dropboxes in D2L (Learn@UW-Stout)*

## 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