

GDD 325 Game Online URL

Due Date: Variable and Multiple

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

Create an online website for your team's game.

This is necessary for testing and development. It should also make it easier for you to "brag" about it in your resume/portfolio. So think long-term, professional, and "permanent."

Details

As a team create an online Website for your game. This should be updated throughout the semester. It will become a "must-have" for one of the sprints. Typically this is sprint 3 or 4, but earlier is better. Always check with the instructor, assignment sheets, and D2L drop box deadlines.

This can be done as subpage of one of your team members or as its own URL/website. How this is funded and achieved is up to the team to decide. Check with your instructor for suggestions on server hosting.

The website itself should have a main introduction screen that advertises the game. On this screen there should minimally be a "play here" button. Clicking the "play here" button will take the visitor to your game's menu screen. *Please be more creative than this minimal effort.*

Other things your game's website might/should have are:

- Links to promotional flyers, posters, trailers
- A description of what, how, where, and/or why the game was developed
- Select images of the team working on developing the game
- Early concept art and a demonstration of the down-select process
- Other artwork, sounds, video of stuff that did not make it into the game (and why)
- A link to a design document
- Links to other HIGH-QUALITY, good to show potential employers, stuff related to the game
- More?
- Be creative, be professional

Visitors to this site should leave thinking:

Wow! That was a well done, finished project.

These students worked great together. I want to hire/be like them.

Turn-In

Only one member of your team needs to submit this, as there should be only one URL

Turn in the URL in a text file to the appropriate D2L dropbox

Aside:

In the FINAL-FINAL version of the game a zipped up version of all that is online will be expected

Plan accordingly in the design of the game's website