GDD 325: 2D Game Design and Development – Fall 2015

Checklist

Note: This is a summary, be certain to check with instructor and all posted details, especially due dates

Summer (Options)

Practice and Learn to work with HTML5-canvas, JavaScript, CSS (and any desired engines/frameworks)
> Many Examples and Walk-Thru Demos Online

Make a presentation on yourself (setup webpage, portfolio, resume, presentation)
Come to class prepared

Fall Semester (Required)

Individual			Team	
9-11	Self-Presentation			
9-14	Inception Document			
9-23	Prototype Peer Evaluations		9-23	Prototype Mockup Prototype Presentation and Overall Turn-In
9-25	Quiz			
			9-28	Team Rules Document
			10-2	Concept Options
10-5	Sprint 1 Peer Evaluations		10-5	Sprint 1 – *Mockup Demo* (mp4 + extras) Sprint 1 Presentation and Overall Turn-In
10-19	Sprint 2 Peer Evaluations		10-19	Sprint 2 – Design Document Sprint 2 Presentation and Overall Turn-In
			11-2	Sprint 3 – mp4 *Game Demo* Video
11-9	Sprint 3 Peer Evaluations		11-9	Sprint 3 Presentation and Overall Turn-In
			11-23	Sprint 4 – mp4 and URL
11-30	Paper Essays			
12-7	Sprint 4 Peer Evaluations		12-7	Sprint 4 Presentation and Overall Turn-In
12-14	Any outstanding/remaining work Personal webpage, resume…		12-14	Clean-up, Organize, Final Touch-ups