

GDD 450: 3D 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 Unity (or other desired engine)
 - Many Examples and Walk-Thru Demos Online
- Begin Iterating
 - Work on your game idea(s)
 - Make mockups and prototypes
 - Test your ideas
- Collaborate with others
- 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	Pitch and Inception Document		
		9-23	Prototype Mockup
9-30	Prototype Peer Evaluations	9-30	Prototype Presentation and Overall Turn-In
10-2	Quiz		
		10-5	Team Rules Document
		10-9	Concept Options
		10-12	Sprint 1 – <i>Mockup Demo</i> (mp4 + extras)
		10-19	Design Document
10-26	Sprint 1 Peer Evaluations	10-26	Sprint 1 Presentation and Overall Turn-In
		11-9	Sprint 2 – mp4 <i>Game Demo</i> Video
11-16	Sprint 2 Peer Evaluations	11-16	Sprint 2 Presentation and Overall Turn-In
		11-30	Sprint 3 – Early <i>Promotional</i> Video (mp4)
12-7	Sprint 3 Peer Evaluations	12-7	Sprint 3 Presentation and Overall Turn-In
12-14	Any outstanding/remaining work	12-14	Clean-up/Organize/Backup/Plan for GDD 451