GDD 450 Prototype Assignment

Video of Mockup: September 23, 2015, 10:00 AM
All Materials Due: September 30, 2015, 10:00 AM
Peer Eval Due: September 30, 2015, 11:00 PM

> *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

You will be assigned a team (minimally it will be 2 people: 1 artist and 1 programmer)
Each team will be given a game project idea 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)
> Video of Game Mockup used 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 due earlier than other items**
>> *--- 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 Windows computer
> 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
> Remember the goal is to explore answers to questions about the game. Focus on creating something that shows implementation/use of answers to questions that the mockup generated

The Video of Prototype

> 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 prototype 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/
> May also make use of YouTube.com to assist in this

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 idea 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 in the prototype, or defines the style used there)

The Presentation

Target duration should be about 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 (prefer live, not the video)

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 prototype need <u>not</u> be full-up 3D *(check with instructor for what is ok)*

Prototype must be runnable on windows with no external dependencies

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:

- video of the mockup (mp4) demonstrating the game (due prior to other items),
- zip file for mockup (if physical, turn in text file stating such),
- zip file for prototype,
- mp4 video of prototype,
- pdf/docx design doc,
- pptx for presentation

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

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