

CSC 123 Milestone #1

The Game Pitch

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1 Description

In the gaming industry, the first stage to developing and publishing your game is to pitch your game to a producer or executive producer. We are going to simulate this activity. For this milestone, you are required to create an idea for a game, develop a simple prototype, and pitch your game to the class.

2 Game Ideas

Coming up with a game idea is going to be both a fun and challenging task. One major factor to consider is the scope of your game. It's going to have to be relatively simple to ensure you can complete it in one quarter, however, that does not mean your game is going to be "easy" to develop or boring. Pong, even though simple, continues to be a fun and playable game. Good examples to try and model would be early arcade games, current cell phone games, or the type of games that are, by default, present on most PCs (e.g. minesweeper). You could also modify a card or board game and implement it as a video game.

As we progress through the class and learn more about game design it is almost certain that your idea will go through many changes (hopefully to make it better.) Also, the way the game actually plays is often quite different than what you had envisioned. So, realize you just need to come up with a good game idea that you can improve on and don't try to initially design the perfect game.

3 Presentation

You are going to present your game idea to the class in lecture or lab on January 28. You will have 10 minutes to do your presentation and a few minutes to answer questions from the class. Minimally, you should have:

- A PowerPoint (or equivalent) slide presentation.
 - Remember, the point of the presentation is to convince the class you have a game idea that should be "funded". Try to convince the class that your game is:
 - * Fun
 - * Challenging
 - * Innovative
 - You should have a well-developed background and story for your game.
 - What are the goals of your game? How do I win?

- Playtesting Results. It’s NEVER too early to get feedback on your game, even in the “idea” phase. Show your game prototype to 5 people (not in your group) and simply ask, “Do you think this will become a fun game?”. Listen carefully and record insights gained.

- Concept drawings of your game. (Embed them into your presentation.)
- A prototype of your game that allows the class to get a sense of the play of your game.

It’s really easy to make a bad presentation! Please follow these presentation tips:

- http://presentationsoft.about.com/od/classrooms/tp/student_tips.htm
- <http://www.gearfire.net/creating-impressive-class-presentations/>
- <http://www.cheney268.com/training/powerpoint/powerpointtips.htm>

GRADING NOTE: A sizable portion of your grade will be effected by how well you follow the above presentation tips!

4 Game Prototype

You need to have a simple Greenfoot animation (no interactivity required) that illustrates various aspects of your game. The most important component of your prototype is that it conveys some of the play and flow of your game.

Deliverables

You are responsible for the following:

1. A 10-minute PowerPoint (or equivalent) slide presentation that pitches your game to the class. You will be graded on your presentation’s organization, quality, and content. You may use your own laptops to do your presentation. If you would prefer to use mine, be sure to email me your presentation before noon on the day before.
2. A simple prototype of your game.

NOTE: Lab on January 28 is mandatory as we will use that time to continue class presentations.

Assessment

- Organization/Clarity (3pts)
- Compelling Pitch
 - Game Idea Pragmatism (1pts)
 - Story (3pts)
 - Game goals (2pts)
- Prototype (3pts)