Before we start!

❖ Write down your GAME's name on the board
  ➢ We will do presentations in order by number

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Today In Class &
Project 4 Intro

Rik Eberhardt

September 29, 2014

Today In CMS.611J / 6.037

❖ Project 3: Presentations

❖ Introduce Project 4

❖ Project 4 Start

➢ Client (Red Cross / Red Cresent Climate Centre)
   presents the problem

➢ Brainstorming

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Feedback

❖ Presentations

➢ Rik was wrong! Slides were intended to be required, but were not!

➢ For Project 3: slides & visuals are recommended to help your presentation stay on topic

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Project 4:
Small Game Project

Goals:

❖ Create a **small** but **fully functional** and well- **polished** web browser game for an external client, using the project and team management techniques learnt in this class.

❖ **Use design iteration techniques** throughout early prototyping and focus testing to improve your ideas throughout development.

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Goals

❖ Small but fully functional and polished?

  ➢ Same design scope as previous 2 projects

❖ 8 week project!

  ➢ 2 weeks to concept & prototype multiple game experiences!

  ➢ Remember: iterate on designs

❖ Design grounded in sources given by client

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Design Constraints

❖ Mechanics:
  ➢ Trade-offs in Decision Making
  ➢ Planning for Randomness
  ➢ Opportunity Cost
  ➢ Future risks (and risk analysis)
  ➢ Side-effects
    ■ Immediate
    ■ Long-term

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Target Audiences

❖ Red Cross staff and volunteers

❖ Community organizers

❖ Youth

➢ univ students, younger students, interns in orgs & govt, etc

❖ People at risk

➢ shantytown dwellers, subsistence farmers, fishing communities etc

Other Requirements

 READ the **PROJECT 4 HANDOUT**!

- ❖ Maximum play length: 10 minutes
- ❖ Single or multiplayer game (**no networking!)**
- ❖ User interface tested for legibility and usability
- ❖ Game **must** use & play audio for the player
- ❖ Polished: Art, audio, mechanics support to create a unified aesthetic
- ❖ Give design thought to spectating users

Timeline & Deliverables

❖ Weds, 10/15:

➢ Brainstorming in groups based on topics given by client

❖ Between 10/15 & 10/20

➢ Read material on the topic you are interested in
➢ Use mailing list to start forming teams

❖ Mon, 10/20:

➢ *In class:*

■ Team Formation
■ Brainstorming
■ Pitching

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Timeline & Deliverables

❖ Weds, 10/22:

➢ *Turn-in:*

■ High Level Design Doc or "Back of Box" Copy (1 per team)

❖ Mon, 10/27:

➢ Turn-in: Product Backlog

➢ *In Class:*

■ 2 minute presentation: the core of your game design idea

■ Playtest: Playable version required!

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Timeline & Deliverables

❖ Sprint Tasklists due weekly

❖ Product Backlog due on:

  ➢ 10/27 & 11/24

❖ In-class Playtests (can use 2 for Focus Test Reports):

  ➢ 10/27, 11/5, 11/24

❖ 2-min Presentations in Class:

  ➢ 10/27, 11/12, 11/26

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Timeline & Deliverables

❖ Wed, 12/10: Project Due

➢ *Turn in:*

■ Digital Game Prototype Builds (1 set of builds per team)

■ Individual written postmortem (1 per person)

■ Design Changelog (1 per team)

■ Updated High Level Design Document: (1 per team)

■ Focus Test Reports. (4 per team)

➢ *In-Class:* Postmortem Presentation (20 minutes per team)

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Postmortem Presentation

❖ Rehearsal: Mon, 12/8

❖ Final: Weds, 12/10

❖ Requirements

➢ Guest (someone who hasn't played before) will play game live on stage for no more than 10 minutes

➢ 10-15 minute presentation on **process**

■ Project management

■ Team management

■ Design iteration techniques

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Brainstorming Groups

Form brainstorming groups based on a topic:

❖ Cholera

❖ Early warning w/ Early action

❖ New Funding Tools for Disaster Preparedness

❖ Urban Risk Management

❖ Ebola

Brainstorm will last for 4x 5-minute sessions

❖ Change secretaries during the switch

❖ Change topics at any switch period

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Before Next Class (10/20)

❖ **Read the material for your topic!**

❖ Start Team Formation via the Mailing List

➢ Did you have 8 people interested in the topic during brainstorming?

➢ Are you more interested in programming/assets over design? Let the class know!

➢ Are you more interested in mechanic design over the topic?

❖ Team Formation will be finalized on Monday, 10/20

➢ If you are undecided, Rik will put you on a team

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