

DTC 338 Final Project: Report

Objective:

This paper is meant to give you space to illustrate the intentionality behind your choices in the design of your game project. It may also serve as a way for you to explain any discrepancies that may have occurred in the project between the proposal and final product. Each student is responsible for their own work, but I highly suggest writing this as a team. Have each member draft their section, then spend time as a team editing the sections together. I recommend Google Docs for this task.

Directions:

Using terms and concepts from throughout the semester, explain the rationale for the choices implemented into the design of your project. You should make direct reference to the readings. Review your weekly responses for ideas, but do not simply copy/paste those responses into this paper.

Those of you on a team will be expected to address the aspect of the game design that you undertook, however, feel free to discuss any design choice that you had a hand in implementing. For instance, if you were in charge of level design but also had some input into character design, your paper should focus on the choices made in level design, but could include some discussion of the other areas that you had a hand in.

You may also write about concepts that you attempted, but that may have fallen short. In this case, explain your intended outcome, describe the actual outcome, and reflect on how you could improve it, as best you can.

Formal Requirements:

- **500 words per person in the group. A group of 3 will submit a paper of 1500 words (or about 6 pages).**
- **Times New Roman, 12 pt. font**
- **Formal header on first page (your names, project name, date) and subheadings for each section (if applicable)**
- **Double-spaced**
- **1-inch margins**

Due at time of project submission.

