DTC 338 Final Project:

Objective:

The objective in this assignment is to design a game experience. You can work either individually or in a group for this project, but it is highly suggested that collaborate. We will provide some class time for you to discuss project ideas and recruit classmates for your project.

Scope:

You have 15-30 minutes of a player's attention. We're not expecting you to create a fully fleshed-out game in a few weeks, so instead, focus on creating an experience that represents your game idea in microcosm.

The assignment will include a design component and a paper discussing the design. Depending on how you choose to approach your project, the relative length of the paper or in-depth nature of the project will vary. For example, if you are designing a game as your project and your final product is a working game, the expectation is that the paper will be less robust than for a project that does not have an actual game component; however, you will still need to include a paper that describes what you've created and why you made your chosen design decisions. A project consisting of a game prototype will require a paper not only describing the game but also the design choices made, so will necessarily be more thorough.

Goals:

Overall, the assignment is designed to allow you to (a) demonstrate a working knowledge of Unity and game design, and (b) critically evaluate and employ game design choices to produce an intended experience.

Project Components:

1) Progress Report

This component should include a written update of your work thus far, including the scope of the project. If you have any kind of mockups, storyboards, etc. at that point, feel free to include them. The more information you provide in your interim report, the more feedback you will receive. The progress report will be evaluated based on how well it explains the goals of the design project and how completely it explains how far the project has proceeded. If you are doing a group project, you can also use the interim report as an opportunity to discuss the contributions of different group members.

2) Final Project (See description above)

Assessment:

You will be evaluated based on (a) how well the progress report explains the goals of the design project and how thoroughly it explains the project's progress, (b) the quality of the design execution, (c) the appropriateness of the suggested design for the selected purpose and goal, (d) the quality of your application of research and critical evaluation of design choices, (e) the thoroughness and quality of the written explanation for your design decisions, and (f) if applicable, your contribution to the group's efforts.

Due Dates:

April 7: Progress Report (In-class)

April 28: Present Final Project to class; Early Submission Begins

May 1: Final Day to Submit Project