

CSCx171 Milestone #0

The Rough 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 and pitch your game to the class. Everyone must do this. We will revisit this concept with proto-typed games on 'green-lighted' games for Milestone #1 (which will be a team activity).

2 Game Ideas

At this point, dream big, we will be using this initial pitch as a way to express your interests and the potential to imagine 'dream games'. Do not limit yourself at this stage other than coming up with a game that you genuinely would be interested in playing/developing. Using examples from genres you like, imagine some new combination or twist on an old game, or dream of a completely new way to play.

3 Presentation

You are going to present your game idea to the class in lecture or lab on September 28th. You will have 2-5 minutes to do your presentation and a few minutes to answer questions from the class.

- 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

Consider bringing

- Concept drawings of your game.
- Art that expresses the look and feel of your game.

Deliverables

You are responsible for the following:

1. A 2-5-minute oral presentation. You may use powerpoint if you wish (not required).

Ideally, after this pitch, your team will take one or some of your team member's ideas to develop into the team's game. Use this as an opportunity to convince your team that you have some good ideas to contribute. NOTE: Lab on September 28th is mandatory as we will use that time to continue class presentations.

Assessment

- Organization/Clarity (3pts)
- Compelling Pitch (3pts)