

CSCx171 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. You will do this as a team effort.

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 and initially design the perfect game.

3 Presentation

You are going to present your game idea to the class in lecture or lab on October 9. 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
- Handouts for the class.
- Concept drawings of your game.
- A prototype of your game that allows for a sense of the play of your game.

4 Game Prototype

As I'm assuming that no one in the class has programming experience, your prototype does not have to be implemented in Flash. You can have a series of slides that demonstrate game play, a pen-and-paper mockup, or a simple flash animation (no interactivity required). 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 October 8.
2. A handout that describes your game.
3. A simple prototype of your game.

NOTE: Lab on October 14 is mandatory as we will use that time to continue class presentations.

Assessment

- Organization/Clarity (3pts)
- Compelling Pitch (3pts)
- Game Idea Pragmatism (3pts)
- Handout Quality (2pts)