

Game Development

Hand-in Guidelines

What to hand in?

Deadline: **May 20, 15:00. 4 copies.**

- Design document – **min 10 pages**
- Development plan – **a few pages**
- Reflection/Discussion/Report on the development process - **min 15 pages**
- The Game (+ marketing trailer with video game footage)

Exam type is B4: Oral examination with written work but without time for preparation at the exam

Principle #1: The Curriculum Matters

- The course gives you methods for managing the game development process.
- You **must** demonstrate that you have learned the lessons at this course: All the texts, all the lectures. (Are you taking notes during class?)
- **The final grade is on your ability to use the methods taught at the course.** You *can* use other methods, but you must demonstrate that you know what was taught at the course.

Design document

- **Design document:** This describes the game, what it's about, etc.. There must be a way to easily understand what has been implemented and what hasn't. (Perhaps use "fact boxes" or something.)
- Be clear: What template are you using for your design document?
- Further Info?
 - http://www.gamasutra.com/features/19991019/ryan_01.htm (Tim Ryan)
 - http://www.runawaystudios.com/articles/chris_taylor_gdd.asp (Chris Taylor)
 - http://gamasutra.com/features/20070220/bateman_01.shtml (Chris Bateman)

Development plan

- The plan for your development
- Explain what texts or methods you used for making your plan.

Reflection/Discussion/Report on the development process

- How the game was developed – what stages? What changed when?
- How did you deal with the problems that came up?
- What worked and what didn't work in the planning and in the relation between the design document and the production?
- What in the process (planning, documentation) could be improved in your next game?
- **Remember** references to different texts and lectures from the course. Avoid plagiarism...!

What to hand in! (Summary)

- **Design document** according to a named template. Perhaps with "fact boxes" in grey describing what was and what wasn't implemented. Everything outside the fact boxes can be read as a straight design document. (min. 10 pages)
- **Development plan.** (few pages)
- **Reflection on the development process** describing how the concept and plan changed according to technical and scheduling issues. (min 15. pages)
 - How was the game was developed – what stages? What changed when?
 - How did you deal with the problems that came up?
 - What worked and what didn't work in the planning and in the relation between the design doc and the production?
 - What in the process (planning, documentation) could be improved in your next game?
 - **Remember (!)** : references to what different texts write about the issues they have been dealing with.
- **Website** that promotes the game
 - Accessible online at least up to the end of the exam period
- **CD with:**
 - **Game** with source and instructions on how to install and play.
 - **Marketing trailer** (preview) with video game footage.