

CSCI 4168 Project Proposal

Objectives: To form a development team, develop a game concept and plan its design and implementation. ... and to make you think carefully about what you want to do, before you start coding.

Due date: Oct 17th, 11:59pm.

Hand in: Electronic submission of Project Proposal documents. Please zip up your files and submit using dal.ca/brightspace.

This is NOT an individual assignment, one submission per group.

By default, everyone in the team receives the same grade on the group assessments, the professor reserves the right to lower the individual grade of team members on group assessments if necessary. This can include a zero grade if a student has not done any work themselves on the project.

Project Proposal

The project proposal should not be taken lightly since it is worth 10% of your final grade.

Here are some properties that your game should have:

- 3 or more levels.
- Should be of the scope of a game entered into the Independent Games Festival (<http://www.igf.com/>). Don't try to an entire AAA title! It's better to build a good small game, than a bad big one.
- Should be able to be put on the web and could get feedback on it beyond "this is not playable".
- Should be playable for at least 10 minutes × number of project team members.
- You should build some (not all) of the models in SketchUp, or another program.
- It should run at a consistent frame rate of 40fps or more.

(i) Project Team and Allocated Roles [1 mark]

Teams will be composed of 4 people. Describe your project team and the allocation of roles within the team. Individual roles can be given mixed tasks, or just work on one thing (i.e. coding). The following tasks will need tackling by your team:

- Game Design
 - Game concept
 - Core Mechanics
 - Interaction
 - Level design
- Project Documentation
 - writing of the High Concept Document (2-4 pages)
 - writing of the Game Treatment Document (6-8 pages)
 - writing of the Design Document (10-15 pages)
- Testing
 - test each level systematically
 - report bugs to coders
- Management
 - keep track and backup code base
 - make sure people are getting things done
- 3D modeling in SketchUp, etc
- In-Class Presentation
- Programming
 - GUI programming
 - Game play
 - Camera Control
 - Character control

BTW, you should probably at least partially design the game as a team so that everyone is on board with the concept.

(ii) High Concept Document [4 marks]

The high concept document (2-4 pages) is not a detailed plan from which you could build the game. The purpose of a high concept document is to get you a hearing from someone, perhaps an executive within your own company. It puts your key ideas down on paper in a compelling and easy to read format that can be read in a few minutes.

See “The High Concept Document” by Ernest W. Adams for further discussion.

(iii) Game Treatment Document [5 marks]:

Like the high concept document, the Game Treatment Document is a selling tool whose function is to show off your idea in the best possible light. For the purposes of this project it should be between 6-8 pages.

Don’t try to cover all aspects of the game in rigorous detail. The treatment should fill in a few of the gaps and answer some of the questions left by the high-concept document.

This is the place for concept art, mocked-up screen shots, a little bit about the key characters, a brief description of the overall story arc, and anything else that’s crucial to understanding what the game will look and feel like to play. You should include sketches or mock-ups constructed in The GIMP or Photoshop, etc, if you think it would help to get the message across.

You should also include discussion of the competition and indicate the ways in which your game will be different—and better.

See “The Game Treatment” by Ernest W. Adams for further discussion.