

Due April 22 by 9:30 am – send by email to Ed Angel: angel@cs.unm.edu

Note: it is advisable to keep paper copy for class, to discuss (each team will be a brief presentation on April 22 – about 20 minutes each)

MIDTERM GAME DEVELOPMENT REPORT

1. FORMAT FOR ORAL PRESENTATION

- Each team will have about 20 minutes to present its project to the class
- Generally, one person from each team should do the presentation, though others may assist
- Your presentation should include:
 - A brief description of your game
 - The status of the story development
 - The status of the programming
 - The status of the artwork
 - The status of the audio
 - Particular challenges and how you are dealing with them
- It is suggested that some visuals be used to illustrate the major points of your presentation – they can be in the form of concept art, flow charts, PowerPoint slides, or whatever you choose

2. FORMAT FOR THE WRITTEN PRESENTATION

Title and Developer Information:

- Team name: a name for your group
- Game name
- Names of all team members and email address

Overview of the game (one to three pages, or as needed)

- Title
- Premise (what is game *about*?)
- Overall purpose (entertainment only, or to teach, advertise, etc?)
- Platform (be sure that XNA supports it)
- Genre of game
- Target demographic (age range, gender, experience with games, special niche market?)
- Anticipated rating

Overview, continued

- Player mode: single or multiple players?
- Goal (from user's POV); what constitutes winning (or losing)?
- Basic storyline: where does it start, what are the main "story beats;" in what way or ways does it end?
- Major challenges player must overcome
- Role of player
- User's POV (first person? third person? Mixed?)
- Setting or settings: description of all major locations where the game takes place.
- Characters: What character or characters does player control? Is the major player- controlled character a shadowy figure or a developed one? If developed, describe personality and appearance (if third person POV is being used). Does user create an avatar or avatars? Can player choose character's skills and attributes and can they change during game? If there is a major antagonist, describe this character and this character's motivation. (In other words, what does this character want, and why, that makes him/her an enemy of the player character?) Describe of all major NPCs.
- Structure: how the game is organized (levels? modules? other?) Do players work through the levels or other structural units in a linear manner, in a particular sequence, or can player move freely among them? Describe each of your major levels (or other structural units) in terms of the setting, the player's goal, major challenges, major opponent(s), termination conditions

Gameplay (one to three pages or as needed)

- Scoring; system of rewards and penalties
- Player's "verb set" – the kinds of things a player can do, such as run, jump, manipulate objects, shoot weapons, kiss
- Core gameplay: what kinds of things must player do to win game? (kill enemies, navigate a challenging geography; construct a successful society, solve a mystery?)
- Inventory: does player collect items for an inventory? If so, what kinds of items?
- Time (what role does time play in the game? is there a "ticking clock"? Is the game a "persistent universe"? Can player adjust the time – speed it up, slow it down?)
- Lives and powers of main character (will these be a factor in game? If so, describe how these elements will work)
- Interface
 - Control devices (i.e. keyboard, mouse, controller, other)
 - Navigation (menus, icons, maps, etc)
 - Locomotion (how does user move from place to place?)
 - Head's Up Display (HUD) and other ways information will be provided

Audio and video; tactile feedback (one page or as needed)

- Video:
 - General look of the game (2D, 3D; Fantasy? Photo-realism? Anime? Classic cartoon look?)
 - Lighting considerations
- Audio
 - Audio cues
 - Sound effects
 - Voice over or dialogue (if dialogue, will player select lines?)
 - Music

Report on the development process itself (one page, or as needed)

- How is your team dividing up the work... what is each member contributing?
- What major challenges have you encountered? How are you handling them?
- What are you finding surprising about this process; what is easier or harder than you expected?
- What is the status of the major aspects of your game: story, art, game authoring?
- What do you hope to accomplish by the end of the term?