

IDEA135: Games at Work: Procedure, Participation, and Play

Final Project: Critical Play

"If photographs are images, and films are moving images, then *video games are actions.*" - Alexander Galloway

Work collaboratively (in groups of two or three), to create a fun, fully-functioning, *playable* user-interactive experience that critiques, subverts, or deviates from familiar or traditional video game genres, norms, subjects, or player goals.

You may use any of the digital game engines we have used in this course (i.e. Twine, p5.play, Unity) in order to create your game.

Choose one of the Following:

1. Revise/improve/build upon a group member's sketch or project from earlier in the semester. You may add new scenes, assets, and change game structures/goals. You may add/combine elements from multiple projects and sketches.
2. Create an entirely new project, for which you choose technical or creative goals that in some way exceed or realize the unmet technical and creative goals of your first two projects.

Rules

- You must create your game in a group of 2 or 3 students. While there are no strict rules about the work each member of the group must do (e.g. game design, coding, sprite creation), it is expected that each member of the group will make a significant creative contribution to the game. Keep a detailed log indicating which members of the group have done what *specific* work related to the game.
- You may bring in specific talents you have been cultivating in other classes or independent work (e.g. 3D animation, writing, web design, foreign language, sculpture, martial arts, experimental methods from the social sciences). But it is strongly advised that you not try to learn a completely new talent in order to create this project. *In other words, if you've never done any 3D modelling before, don't propose to make a 3D game.*
- Your game must have levels, including a start and end screen (if there is an end).
- Your game must be fun to play, even if it is an "anti-game."

Learning Objectives

1. Build upon and revise previous work.
2. Develop a more sophisticated understanding of tools and creative techniques introduced earlier in the semester.
3. Use frameworks and techniques for creative collaboration.
4. Blow minds.

Deadlines

- Pitch (4/26/2017)
 - **Every student** must create a **unique** independent proposal or "game pitch." We will divide up into groups after every student has presented their "game pitch" in class. Part of your grade is dependent on this proposal, whether or not your game ever goes into production. Your presentation will be timed. Your pitch should address the following questions:
 - What is the name of your game?
 - How is it played?
 - What does it look like?
 - What is the object of your game (what will the player do)?
 - Use presentation software (e.g. PowerPoint, Google Slides and/or mockups created in Twine, p5, or Unity). Your slideshow should include a "look book" slide with visual elements, references, color palettes, and citations that are relevant or indicative of the visual style of your game idea.
- Proposal (Wednesday, 5/3/17)
 - A paragraph describing your game. What will your videogame look like and what will the game play entail, including game controls & point system. Include a brief description of potential input devices (e.g. keyboard, mouse, joystick) and control schemes (e.g. button assignments, physical user actions) that users might use to play your game.
 - Create a comprehensive "to-do list" for your game. Try to break down each component of your game into small, discrete steps you will need to take between now and the deadline. Assign specific tasks to different members of the group.
 - Digital Assets: sprites, interfaces, models, sound asset
- Work in Progress (Wednesday, 5/10/17)
 - Create a "beta" version of your game that can be played in some form.
 - Write a complete list of what questions and challenges you need to complete in order to finish your game before the final deadline.
 - You or your group must arrange a time to meet with Keith and Ben to look at your final project at some point between 5/10/17 and 5/15/17. (We will not hold our regular class on 5/15/17.)
- Final Project due (5/17/2017)

Tips

- Download GitHub desktop. Develop strategies with your team for how you will use this tool. Try it out this week, so that you get a sense of how it works before you start digging in on your big project.
- Consider the final presentation of your game. Are you creating a game for mobile/handheld devices? Computer screens? An "arcade-style" sculptural installation? If you are making a p5 game or Unity game to be played in a web browser, put some time into the design elements for your home page(s). If you are creating an "arcade" consider how you will customize your console/screen. (Ben has lots of scrap cardboard he can give you).