GAME 3150: Game Design Algorithms

Concept Pitch

DUE: Oct 29, 2012, 11:59pm

You should develop a presentation and a document that discusses the following:

• **Basic Info**: Game Name and Team Name, a visual that depicts the gameplay and genre
• **Overview of Game**: Genre and Aesthetics of the game, use visuals
• **Target Audience**: who are they? Be specific, age, gender, gaming experience and why?
• **Previous research**: what other games this game resembles, be extensive here and make sure you describe the game and why the concept is similar and what is the main difference you see of your game from these games
• **One innovation**: what is the major feature that differentiates your game from others? Be specific here: innovate on one item and not on several fronts. How are you going to test and make sure you succeed in this element
• **Prototype of the concept**: paper or performance prototypes of the major mechanics that you want to develop. In the presentation you will be required to show a demo. In the document, just describe the prototypes
• **Plan**: detailed plan of when and how you will reach your milestones and release date, what are the major risks you see. Discuss the expertise of your team and how you will work together
• **How do you know you are done?** Discuss all assessment and evaluation protocols you plan to use to know how well your game is working
• **What tools will you use and why?**

**How to submit**: Submit all code as a zip file and put it in a dropbox for your group.