Final Idea

Due: with Wiz II

This week is the first phase of planning for your final project. It's important to have a well-thought out game plan before you ever begin coding. In order to ensure this, we're requiring that you include a short document detailing your idea. This should be included in your Wiz II handin, either in the README or in a separate file. You need to hand in a separate final idea even if you know you're going to be working with one of your classmates. The final idea is graded separately from Wiz II, does not have a design check, and is worth a single point (cannot be retried). We highly recommend gamasutra's article “How to Prototype a Game in Under 7 Days”.

Blurb

Before you go into detail with the rest of your handin, write a one or two sentence overview of what you want to do and how many people you’d like in your group when making your game. This will be shared with the class; try to make it sound exciting.

Toy

All good games begin with a good toy. Think of the toy as a sandbox that feels good to play with, without any goals or story or polish. Ideally, your toy should focus on one aesthetic. Decide what your gamer to feel, and design a toy that conveys those feelings. In your handin, describe your toy and how it will convey the desired aesthetic.

Engine

You’ll need to expand your engine for this final project. We’re not going to require a detailed list this week, but we do want to know what you want to explore. In your handin, describe what general engine features you want to implement and how they will be incorporated into your game.

Gameplay

Finally, you should include a brief description of what the gameplay for your game will look like. This section is pretty open-ended; include anything you think is relevant for us to understand your game.