

SG200 Team Product Development KGA2 - Game Pitch Presentation

This assignment supports the following course outcomes:

- Identify and define the roles assumed by team members in game development.
- Explain the importance of each role as it relates to a team.
- Demonstrate the ability to work together as product team.
- Plan the development of a game.
- Value the importance of all of the various roles assumed by a team in the development of a game.
- Appreciate the importance of peer contributions in a game development environment.

Assignment Overview

Each team must pitch a game idea to a group of game publishers, using a PowerPoint presentation. This is a first meeting with the publishers, so the objective is to sell your game idea to the publisher group. Be thorough, but do not get bogged down in technical details.

Each person on the team should assume at least one primary role and discuss the specifics for that role as it relates to the game that they are proposing. Note: even if the entire project is worked on as a team, one specific individual should still be in charge of each area, even if it is not an area of expertise. It may be necessary for one person to fill multiple roles, depending on the size of the group. At a minimum, the below roles should be filled.

- Producer/Team Lead
- Game Designer
- Programming Engineer

The purpose of this assignment is for students to become familiar with the team aspect of all of the various tasks and processes involved with developing a game.

Deliverables

- PowerPoint Presentation - A PowerPoint presentation should be shared with the instructor, other class members and possible industry experts. Develop presentation specifications as assigned by the instructor.

At a minimum, the elements below should be included in the presentation and it should tie together all of the elements of game development – art, design, engineering, production, sound, and testing.

- Team member introductions – Introduce each member of the team and define their specific role in the development of the game.
- Design description – Describe some of the design details of the game, including the story, genre and any unique features.
- Game software coding logic – Describe some of the game logic (pseudo code), which will lead up to the actual programming aspect of the game.

- Art features – Describe some of the art and how it will look in the game.
- Audio features – Describe some of the sound effects, music, etc. that will be used in the game.
- Supported platforms – Define the platforms that the game will be available in.
- Testing strategies – Define the testing process that the game will undergo.
- Schedule – Define the estimated schedule and milestones for completion in a mock project plan. Use Gantt format, if possible.

Grading

The Game Pitch Presentation Grading Rubric will be used to evaluate your assignment. Your instructor will provide you with the rubric along with this assignment handout.

Resources

The website <http://einstein.cs.uri.edu/tutorials/csc101/powerpoint/ppt.html> has a PowerPoint tutorial.

Other helpful links:

- <http://www.soniacoleman.com/templates.htm> (Free power point templates).
- <http://www.gdmag.com/homepage.htm>
- www.gamedev.net
- <http://www.shacknews.com/onearticle.x/41699>
- http://www.stibbe.net/Writing/Games_Industry/game_design.htm

Material presented throughout the course should be used to define the roles.