

**Tasks:**

1. Come up with a (semi-) original game idea
  - a. Challenges:
    - i. ~20 (novice) programmers and few (if any) artists
    - ii. Only about 10 weeks to develop. There will be some out-of-class work, but the majority will be done in-class
    - iii. Has to be python / pygame
  - b. Some possible inspiration if you are having trouble developing an idea
    - i. Simple browser-based games
    - ii. Atari 2600 games
    - iii. Old DOS games
    - iv. Card / board games (watch for copyright infringement!)
2. (20 points) Give a presentation on your assigned presentation date
  - a. Should be about 7 minutes long, with about 5 minutes for Q & A
  - b. Create and submit (on blackboard) a presentation (or word document if you're going to present "ad-hoc")
  - c. Your live presentation should include:
    - i. A short (less than 3 minute) description of your game: the "elevator pitch"
    - ii. Supporting details / explanations. Some possible ways of expressing this:
      1. A **User Narrative**: pretend you're someone playing the game. Describe it to us.
      2. A **comparison**: show existing games and describe how your game will share similar features
      3. **Sketches**: if you're artistically inclined, draw mockups of the game
  - d. I would suggest NOT doing this in your presentation:
    - i. Focus on story / character / setting. These will need to be addressed during development, but alone they don't give us an idea of what the game is like
    - ii. Have vague descriptions (e.g. I'm going to do an awesome game in space with tons of powerups)
    - iii. Invite feature-creep
    - iv. Make the presentation super-short or super-long (if using a powerpoint presentation, I estimate 0.5 – 1.5 minutes per slide)
    - v. Don't read from your slides (put short 2 – 5 word bullets and describe them when giving the presentation)
    - vi. Be overly nervous – we're a very friendly audience – no one is going to judge you (or I punish them severely☺)
  - e. For your presentation, I'll grade you on:
    - i. How much time appeared to go into it.
    - ii. The quality of your presentation
3. (20 points) Attend, pay attention to, and participate in other student's presentations.
4. If your game is picked as one of the top-4, you'll receive these bonus points:
  - a. (+20 for first place)
  - b. (+15 for second place)
  - c. (+10 for third place)
  - d. (+5 for fourth place)