

Games I: Design and Architecture

Week 12 (11/13)

Impact of Games Presentations

Progress on Digital Prototype + Documentation

Impact of Games Presentations

Garrett - Mental/Physical Training - Cognitive/Reflexive Skills

Kyle - Anonymity/Online Gaming/Bullying

Scotty - Psychology/Games as Motivation

Mike - DLC/Microtransactions

David - Politics/Satire

Willian - Physical Treatment - Exercise/Physical Rehabilitation

Ben - Portrayal of Substances

Sam - Privacy and Security

Digital Prototypes

Where are you at?

Anything to show?

Is work being fairly distributed?

Design Documents

- Email me the links!
- Start fleshing out the key sections

Rest of the Way

Week 13 (11/20) Workshop

Week --- (11/27) Thanksgiving

Week 14 (12/04) BETA

Final Exam (TBD)

For Next Week (11/20)

Bring something to show!

- PlayerController - gameplay elements
- Scene - level design

Plan for completing the digital prototype

- What needs to be done, when it will be done

Keep Documenting

Don't forget the Game Journal! (Due 12/04)

FYI - IGDA NJ Workshop 11/22

<http://www.eventbrite.com/e/igda-nj-workshop-day-learn-to-make-games-registration-4140560528>