

[Group] Final Presentations - Digital Prototype

As we have discussed, even though this is your group's final project for this semester, your digital prototype is by no means a complete, balanced, polished game. It is, however, a "slice" of your game that demonstrates proof of the concept you defined at the outset of your design process. Depending on your particular game concept, you may have emphasized a particular aspect of its design in your prototype, such as mechanics, aesthetics, kinesthetics, or technology. Likely, there is some combination of all four of these areas.

Like with the physical prototype, you will be graded based on how well your prototype demonstrates the essence of your game concept at large - on the core mechanics and the intended experience it provides for players.

You will not be graded on issues such as completeness and balance, as those will be addressed at greater length in the implementation phase.

You will not be graded on issues of polish, either; visual elements need only convey what information is integral to playing the game, and need not be a work of art in themselves.

Design features at this point are frosting - as you are putting together your prototype, focus only on elements that reinforce the core concept.

Grading criteria are as follows:

Due Date: 12/12/14

[25%] of Overall Grade

[100] Total Points Available

[40] Prototype demonstrates core game mechanics

[40] Prototype demonstrates player experience goals

[20] Prototype demonstrates that feedback was taken into account throughout the design process