
Game Design Project

FINAL GAME DUE

Wednesday, April 26th. Submit digital files or list of physical items here.

Overview

You will work with a team to build an interactive fiction game, board game, or tabletop role-playing game module based on the common story our class selects.

During this project, we will have **group meetings on Wednesdays** while the Monday readings will be meant to get you thinking about game design and narrative in general.

This is where your grade for the final game design project will appear. You may have deliverables to hand in here, but you may also be bringing physical copies to class on 4/26.

Assignment Parts (look for other assignments)

1. You will be assigned a group based on your choices in the game design survey.
2. Meet with your group on 2/22 and complete a group contract.
3. Your group will turn in a concept document for your game on 3/15
4. We will playtest your prototypes between 4/5-4/12
5. Your group will turn in a playtest report on 4/19
6. Your group will revise the game and hand in the "final" version on 4/26

TIP: All class slides for the game design unit are here

Grading Criteria

Your grade for this project will be based primarily on your participation in the overall game design process. The contract below specifies how individual grades will be assigned.

Grade Range	A or A-	B+, B, B-	C+, C, C-	D or below
Participation in Group Meetings	Attend all 7 group meetings OR report to your group with the required materials by class time and follow up for meeting notes.	Attend 5-6 group meetings OR report to your group with the required materials by class time and follow up for meeting notes.	Attend 4 group meetings OR report to your group with the required materials by class time and follow up for meeting notes.	Attend 0-3 group meetings OR report to your group with the required materials by class time and follow up for meeting notes.
Adherence to Group Contract	Adhere to your group contract, including completing all out-of-class assigned group work on time OR communicating about delays.	Adhere to your group contract, consistently meeting deadlines for out-of-class assigned group work OR communicating about delays.	Adhere to your group contract in class. Do some work as assigned.	In violation of group contract to the point of potentially being removed from the group.
Roll Fulfillment	Fulfill your specific role in the team as described in your group contract. Be reliable in that role, but also do not take over others' assigned roles. Renegotiate roles with team as needed. Provide constructive and supportive feedback to others in your group in their roles.	Fulfill your specific role in the team as described in your group contract. However, you may fulfill that role independently rather than in consultation with the group and other roles.	Inconsistently fulfill your specific role in the team as described in your group contract. You may find others needing to step in for you because you are not fulfilling your role.	Do not fulfill your specific role in the team as described in your group contract and may be removed from the group.
Engagement in Game Design Process	Engage consistently with each part of the game design process: concept, initial design, playtest, playtest report, and game revisions. Provide thoughtful ideas and feedback when you are less directly	Engage consistently with the specific parts of the game design process designed in your role: concept, initial design, playtest, playtest report, and game revisions.	Engage with inconsistently with the specific parts of the game design process: concept, initial design, playtest, playtest report, and game revisions.	Disengage with your group and may be removed from the group.

	involved in a stage of the process.			
Game Revisions	Your group makes meaningful revisions to the game based on the feedback you receive. The game is easy to understand and follow based on the rules.	Your group makes minimal revisions to your game based on the feedback you receive, but plans for or reflects on new directions. The game is playable based on the rules.	Your group makes minimal revisions to your game based on the feedback you receive. The game is confusing to play based on the rules.	Your group makes no revisions to your game based on the feedback you receive or the game remains incomplete and unplayable.
Game Medium	Overall, your group's game makes strong use of the affordances of your chosen medium. Your group's game is unique not a "skin" of a pre-existing game in that medium.	Overall, your group's game uses the chosen medium well; however, the game may feel too much like a "skin" of a pre-existing game.	Your group's game is recognizable as the medium intended but does not make good use of that medium or is overly simplistic.	Your group's game does not fit the conventions of the intended medium.
Game Story	Your game clearly evokes the common class story creating a transmedia text that adds to the given universe and story.	Your group makes a game that is clearly recognizable as the common class text but may be more of an adaptation of than an original text.	Your group makes a game with a theme related to the common class text, but the common class text is lost in the process.	Your group's game does not relate in any way to the common class text.