

CS481

Project Management

Project 1

- Brainstorm, design, user-test, implement, and evaluate your game
- Three parts
 - Concept (1%)
 - Design and user-test prototype (4%)
 - Design, implement, evaluate, and distribute game (10%)
- Due Feb 28

Concept (1%)

- Brainstorm and settle on broad concept
- Build prototype
- Refine prototype by testing
- Due Feb 7
 - Prototype (game-maker, paper, ...)
 - Web-page
 - Game title
 - Description
 - What does it teach, how?
 - Is there a confounding factor that makes it fun?
 - What is the game's game-play style? Link in other similar games

Prototype Testing (4%)

- Running, playable, prototype
- Test users cannot be in our class
- Test playability (UI) and learning the concept behind the game
- Use this simple form on the website

Final version (10%)

Downloadable, playable, fun, game that teaches something