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