



Today In Class & Project 1 Intro

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September 8, 2014



Today In CMS.301 / 6.037

- ❖ Introduce Project 1
- ❖ Lectures: Brainstorming, Prototyping, and Low Fidelity Prototypes
- ❖ In Class Work:
 - Brainstorming for Project 1 (in small groups)
 - Team Formation
 - Start work on Project 1

Project 1: Low Fidelity Prototyping

Demonstrate a working mechanic via a low-fidelity paper prototype to serve as the prototype for a digital game, while tracking and understanding how your game design changes over time.

Other goals:

- ❖ Teamwork
- ❖ Brainstorming
- ❖ Working Fast
- ❖ Project 2

Timeline & Deliverables

- ❖ Mon, 9/8: *In class*: Brainstorming, Team formation.
- ❖ Weds, 9/10: *in class*: Playtesting (Playable required.)
- ❖ Mon, 9/15:
 - *Turn in* :
 - Individual written postmortem (1 per person)
 - Changelog (1 per team)
 - Vision document (1 per team)
 - *In-class*:
 - Presentation: 1-minute pitch of game
 - Demonstration of game

A bit of Project Management: Design Changelogs

- ❖ Record date, design changes & reason for change (ie, improve a goal, make game faster, make it possible, make it easier, whatever.)
- ❖ ‘Date’ ‘Action’ ‘Problems’

Brainstorming

- ❖ Form a Group of 6 with people closest to you!

Brainstorming

❖ “Planning for Randomness”

❖ Brainstorm:

- Themes
- Mechanics
 - Concepts

Team Formation

- ❖ Split your Group of 6 in two!
- ❖ Each team of 3 choose 1 item from your list
- ❖ We will use this idea for the Prototype Workshop

- ❖ Goal: Test the Idea through Prototyping
 - If it doesn't work: change it or choose another

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CMS.611J / 6.073 Creating Video Games
Fall 2014

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