



## **ASSIGNMENT PITCH SESSION**

**Length/Format:** 30-60 minute group discussions, followed by 5-10 minute pitches from each group.

**Content:** Split up into groups and form your own development teams. Each team will come up with an original game idea based on what they've learned during the week. Be sure to consider the following features and elements of your game:

- primary platform
- player mode
- goal
- genre
- story/character elements
- gameplay elements

Your goal as a development team is to pitch your idea to a publisher (let's say Executive Producer – played by your instructor) and land a successful deal! Remember, the Executive Producer is very busy and doesn't have much time to listen to ideas that don't have much promise – so make sure yours is a winner!