## PROJECT
## GAME ADAPTATION

Come up with a favorite book or movie that has not (yet) been made into a game. How would you create a game based on that book or movie? Keep in mind that the game cannot simply be an "interactive movie" or contain the book or movie's same linear plot. (Those games are never good!) The key is to pick out a few features associated with the storyline, characters, and environment and then come up with a genre based on how those features map to gameplay. For example, what types of challenges do the characters face in the book or movie? How do they address those challenges? How else could they have addressed those challenges? Giving characters multiple strategies will allow for replayability, which means hours and hours of gameplay. If the main character in a book or movie is always being chased, you might create an action game; if the main character is a detective, you might create a strategy or puzzle game. After the class has chosen several properties (film, book, television series, CD) that have been approved by the instructor and for which a game adaptation has not been created, join one of the groups and design a digital game that takes advantage of one theme associated with the chosen property. Do not attempt to "translate" the entire property into a game environment.

**Discuss the following in your presentation:** Game title, premise, genre, platform, time interval, player mode, market, backstory, synopsis, characters (3), level structure, environment, interface (physical and visual), and audio.

**Do NOT do the following:**
- DO NOT read your presentation (boring)
- DO NOT go over the time limit (you can avoid this by rehearsing with your group and filtering out unnecessary (or less important) information
- DO NOT let your presentation become inconsistent (you can avoid this by having a leader who is a good project manager)
- DO NOT use complete sentences in your visual presentation – keywords ONLY!

**Resources:** Refer to your textbook (*Game Development Essentials: An Introduction*) for elements of good game adaptations. Review the history of storytelling, game-specific story/character elements, and gameplay-story intersection concepts.

[**NOTE TO INSTRUCTOR**: This works particularly well as a final team project. For an online class, teams may upload separate presentations and discuss for peer comment. Reference: Part II (Chapters 5-9) in *Game Development Essentials: An Introduction (4th Edition).*]