PROJECTS
INSTRUCTOR NOTES

<u>Story & Character Elements</u>
Online students may post 1,000-word descriptions. Note that some of the items in this project are duplicates of documentation projects so that this project can stand alone. Reference: Chapter 5 in *Game Development Essentials: An Introduction (4th Edition)*.

<u>Gameplay Elements</u>
Online students may post 1,000-word descriptions. Any section other than "Challenges" and "Strategies" may be assigned to any part of the project at instructor's discretion. Reference: Part II (Chapters 5-9) – with emphasis on Chapter 6 – of *Game Development Essentials: An Introduction (4th Edition)*.

<u>Game Adaptation</u>
This works particularly well as a 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)*.

<u>Concept Document</u>
This should be assigned first if you plan to also assign a production plan and/or game design document (GDD). Reference: Part III (Chapters 10-12) in *Game Development Essentials: An Introduction (4th Edition)*.

<u>Game Design Document (GDD)</u>
If you plan to assign the concept document project, this game design document (GDD) should be assigned after that. Note that there's some duplication in the GDD project in case instructors decide to skip the concept document project. Reference: Chapters 10-11 of *Game Development Essentials: An Introduction (4th Edition)*.

<u>Production Plan</u>
If you plan to assign the game design document (GDD) project, this production (or project) plan should be assigned after that. Note that there's some duplication in the production plan project in case instructors decide to skip the concept document or GDD project. Reference: Chapters 10-11 of *Game Development Essentials: An Introduction (4th Edition)*.