ABOUT THE PROJECTS:

You will be ASSIGNED to a team of 4-5 students

Each team will design an ORIGINAL game

To do so, you will create (1) a core game design document AND (2) a basic digital prototype over the semester

Digital prototypes can be in Unity, Unreal 4, GameMaker, GameSalad, Flash, and even Powerpoint. You decide.

THE PROTOTYPE IS A DIGITAL ARTIFACT THAT TESTS INTERACTIVITY OF CORE MECHANICS