

COSC 438 – Proposal Document

Fall 17

Objective: Write a proposal for the game that you will be developing in this class. Your proposal should take the form of a design document and must include the following:

- * Introduction – the short elevator talk version of your game concept.
- * Description – describe your game as if the reader was a player. Include in this description the genre that fits your game best.
- * Key Features – a list of all the major features in your game. Major features include movement, AI, combat (if any), level/progression systems (if any), other essential mechanics.
- * Justifications – what makes your game great? What makes your game fun? What makes it stand out?
- * There will be two milestone checks (not graded) during the remaining part of the semester where you will be showing your games and having your fellow classmates play those games. They will be on October 25th and November 8th. You should provide in the design document what functionality will be complete on each of those milestones.
- * You will write a short piece of “sudden” fiction that will relate the background story behind your game. Keep in mind that this should be a story, not a description.
- * Draw (by hand and scan, or digital) a concept screenshot.

Expectations: You and your teammates will create a clear, well-written proposal with no grammatical errors or spelling mistakes. The proposal should not exceed two pages single-spaced (12 pt, Times New Roman, 1” margins). Your piece of background fiction should not exceed 500 words and is in addition to the proposal. The fiction and concept art are not counted against your two-page limit.

DUE: October 13, 11:59pm via email. No late submissions will be accepted for grading.