

University of Denver
Game Capstone (COMP 3831)
Fall 2014
Game Proposal
Due: In class October 25, 2013

These are the official guidelines for what you need to discuss for your game capstone game in class on October 25th. You should present this information in class to your classmates as clearly as possible, and it will be followed by discussion. Consider sketching out graphics or prototypes for display in class.

Note that your full game at the end of the class should involve approximately 15 minutes of highly crafted playable experience. Your goal is to create a shorter more richly focused game play in lieu of a longer less focused game.

1) Message/Experience

What message are you trying to convey through the experience of playing the game? The message can vary widely from conveying emotions to social commentary, but you need a clearly defined message. The experience of the gameplay should convey the message. The game mechanics and theme should be designed to support this message. While not all game design will put the message first, for this class you need to do so.

The best games will support the desired message not by blatantly hitting the player on the head with the message, but by weaving together many parts of the design decision to support the underlying message.

2) Theme.

What aesthetic theme will the game have? Who on the team will be in charge of directing and managing the theme? How does this theme support the message of the game?

3) Mechanics.

What mechanics will support game play? How will these mechanics evolve or progress through the game?

4) Story.

What story will the game tell? How will this support the theme? How does the story interact with the mechanics of the game?