KTH Computer Science and Communication

Computer Game Design

DH2650

Björn Thuresson

CSC

HPCViz/VIC

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Interactive Entertainment Technologies

DD3336
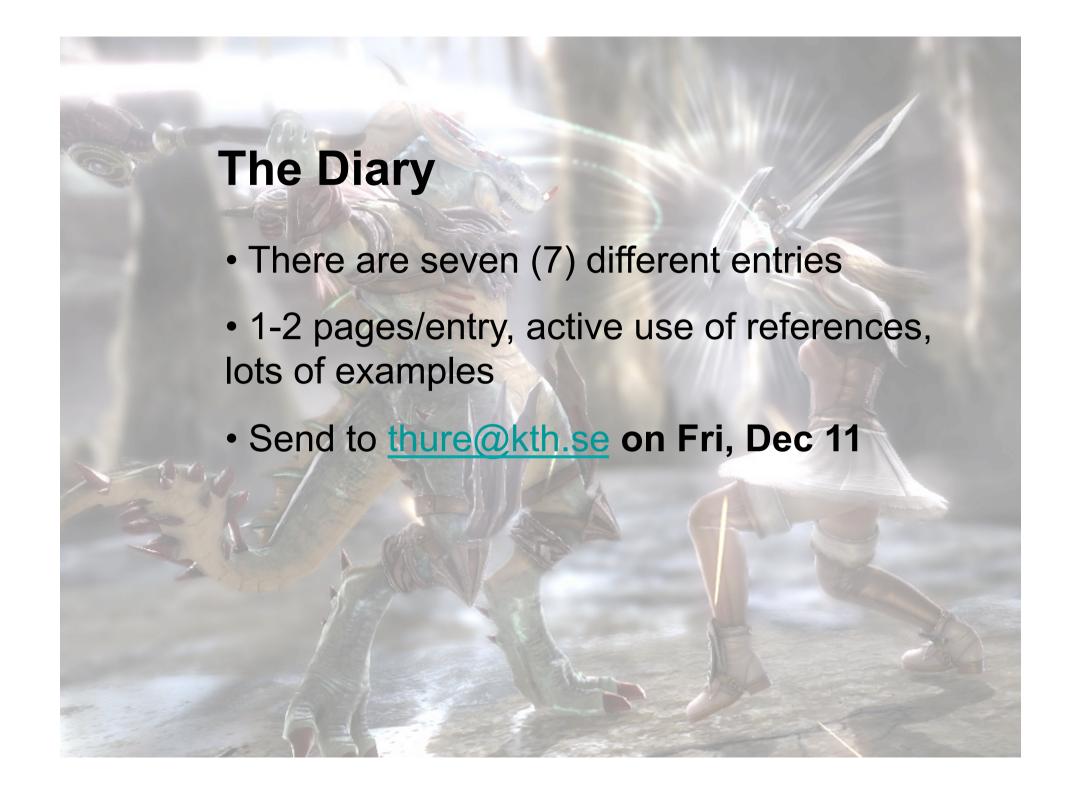
http://www.csc.kth.se/~chpeters/DD3336/

Chris Peters

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HPCViz/VIC

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Schedule

Date	Day	Time	Location	Activity
Nov 17	Tues	8-10	VIC	Rickard Westman, Visiontrick Media
Nov 19	Thurs	15-19	Avalanche	Study visit
Nov 24	Tues	8-10	VIC	Anton Albiin, Dataspelsbranchen
Nov 26	Thurs	15-17	VIC	Tommy & CA, Resolution Games
Dec 1	Tues	8-10	VIC	Status update 2
Dec 3	Thurs	15-17	VIC	Joakim Björklund, Paradox
Dec 8	Tues	8-10	VIC	Peter Nilsson, Fatshark
Dec 11	Fri	13-17	VIC	Final show

The Diary

- There are seven (7) different entries

- 1-2 pages/entry, active use of references, lots of examples

- Send to thure@kth.se **on Fri, Dec 11**

The Web site

• A clear and highly communicative presentation of your project and/or the resulting game
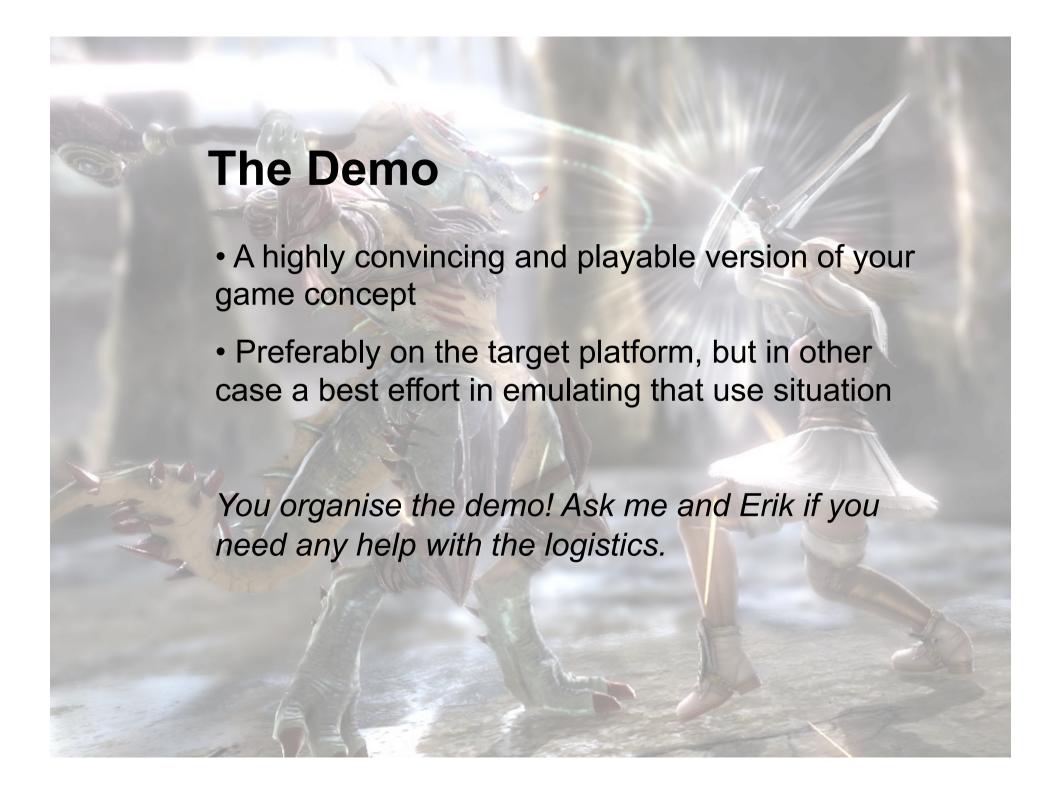
Think of using this for future reference as part of your portfolio!

• **Deadline Fri, Dec 11**

The GDD

- **Concept description** (fairly exhaustive, but more importantly, highly communicative)

- **Target group** (incl motivation)

- **Technical platform/s** (incl motivation)

- **Business plan** (incl market analysis, competitor analysis, finance plan etc)

- **Deadline Fri, Dec 11**

The Demo

• A highly convincing and playable version of your game concept

• Preferably on the target platform, but in other case a best effort in emulating that use situation

You organise the demo! Ask me and Erik if you need any help with the logistics.

The Presentation on Dec 11

Schedule (all times are sharp!)

13.00 - 14.00 Groups 1-3, 7

• Presentations (7 mins + 1 min switch = 31 mins)

• Simultaneous demos (29 mins)
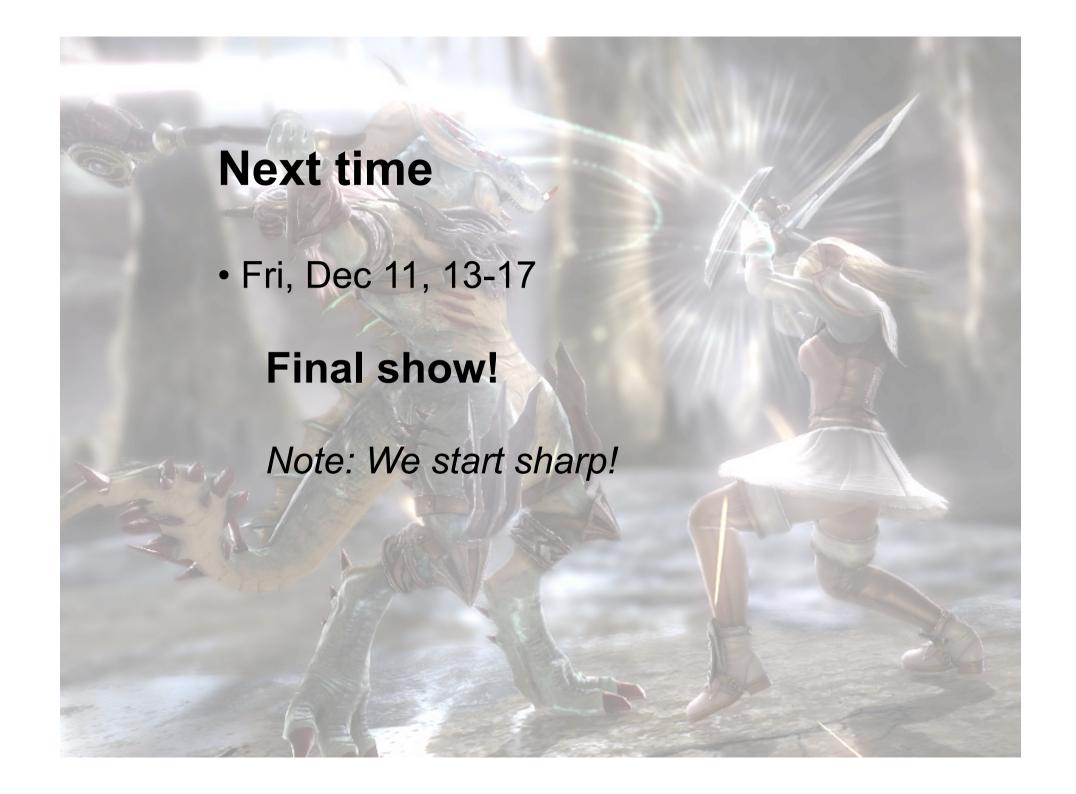
14.00 - 15.00 Groups 4-6, 8

15.00 - 16.00 Groups 9-12

16.00 - 16.30 Groups 13-14

• Same as above, but for only two groups (7+1+7 mins presentation, 15 min demos).

16.30 - 17.00 All

• Wrap-up.

Next time

- Fri, Dec 11, 13-17

Final show!

Note: We start sharp!

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