

Status Report 3

Objective: show a “first playable” prototype.

Format: Report in PDF (1 or 2 pages) + Video (30 to 60 secs, <10 MB) + presentation in classes.

Content:

The report must include the following at least:

- **Changes from last report (if any)**
 - Team members, roles, assignments, team leader.
 - Game Concept: Title, Game genre, Game mechanics, References
 - Technology platform: target device, programming language and engines

- **Prototype**

Your group will show a “first playable” prototype in classes. This prototype is intended to determine if the core game mechanic has the “fun factor”. Therefore, you must at least implement the more important game mechanics of your game design. This varies from game to game, the idea is to have a prototype that gives the tester the feel of what the game is going to become when finished.

At this point you should focus in playability, not in graphics. It’s normal to use placeholders instead of final graphics. For instance, if you need a monster, just draw it by hand, write “monster” over it and scan. Menus, sounds, scores, framerate, bugs are also not important right now.

Remember, the objective of this prototype is to determine if your game design works successfully. If not, you’ll have to work in correcting it or change it completely. Errors in software development must be corrected as soon as possible.

- **Video**

With the report you shall send a video showcasing the prototype (30 to 60 seconds).

If the video size is more than 10 MB, please use programs like Windows Movie Maker to compress it, or upload it to Youtube and send me the URL.

Send the video and report to my email Alejandro@AmnesiaGames.cl