



### **Course Description**

#### **CAP2920C | Game Development Project II | 4.00 credits**

This capstone course is for students majoring in Game Development and Game Animation. Students will work in cross disciplinary teams to develop a working 5-10 min interactive game experience. Students will learn how to apply the skills and knowledge they have acquired in a real world working development environment. Pre-Req: CAP2048, DIG1712 or DIG2113.

### **Course Competencies:**

**Competency 1:** The student will demonstrate an understanding of game production by:

1. Creating a timeline for feature development for their Game Development Project I Game Design
2. Creating milestones and deliverables for the game project
3. Incorporating testing and iteration time into their game project development pipeline

**Competency 2:** The student will demonstrate an understanding of game mechanics as storytelling tools by:

1. Creating a game with a solid interest curve that is driven by action and events rather than dialog
2. Creating final games that rely heavily on mechanics as metaphor

**Competency 3:** The student will demonstrate and understanding of scope and the iteration process by:

1. Evaluating their grey-box prototypes and focusing on the features of the final game which can be fully realized
2. Prioritizing feature development so that the features most important to the game's success are developed first, while those features which are nice to have been only developed if the team has enough time

**Competency 4:** The student will demonstrate knowledge of marketing a game product by:

1. Creating a website to house the final version of their game experience
2. Creating a comprehensive industry profile and branding package for the project
3. Creating promotional materials and marketing briefs
4. Entering their finished game in competitions (like IGF or the STEM Video Game Challenge)
5. Creating a plan to raise funding to create a fully realized version of the final game prototype using Steam Greenlight, Kickstarter, Corporate Sponsorship, Grants, or other avenues

**Competency 5:** The student will apply knowledge of social marketing by:

1. Developing and using social media campaigns to promote the final product

**Competency 6:** The student will create a 5-10-minute-high quality game prototype by:

1. Combining story, art assets, and programming into a fully realized gaming experience
2. Building on and combining the prototypes developed in Game Development Project 1
3. Creating well planned 2D or 3D environments that progress the story of the game
4. Creating well planned User Interface and User Experiences
5. Play-testing and iterating on the final product

### **Learning Outcomes:**

- Solve problems using critical and creative thinking and scientific reasoning
- Use computer and emerging technologies effectively