What is it:
Students will produce game designs and present them to the class. There will be three design projects to be performed in different teams. Teams will be formed by the instructor: no exceptions!

Project Theme:
The theme for the projects will be "Desert Survival". The games should focus on providing the experience of desert survival: dealing with a hostile environment (including typical obstacles and creatures – no 800-lb mutant coyotes), finding necessary supplies (water, shade, etc.), pathfinding in different terrain, etc.

Projects:
Note: More details will be provided when each project is assigned

- Project #1: Card game
  Teams assigned: 1/9
  Design draft due: 1/18
  Presentation: 1/23
  Deliverable: A designed and playtested card game. The game may use standard or student-designed cards.

- Project #2: Multi-player level
  Teams assigned: 1/23
  Design draft due: 2/8
  Presentation: 2/13
  Deliverable: A map and description of a multi-player level for a first-person action game.

- Project #3: Character design
  Teams assigned: 2/13
  Design draft due: 3/1
  Presentation: 3/6
  Deliverable: A character design for a character (playable or not) in an action game based on the theme.