Design Projects
GAM 224, Prof. Robin Burke
Spring 2006
Grade value: 20%

What is it:
Students will produce game designs and present them to the class. There will be two 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 "Alien Abduction". The games should focus on providing the experience of aliens charged with abducting humans from Earth without being detected.

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

- Project #1: Card game
  Teams assigned: 4/19
  Design draft due: 5/1
  Presentation submitted: 5/7
  Presentation in class: 5/8
  Final design: 5/8
  Deliverable: A designed and playtested card game.

- Project #2: Katamari Damacy level
  Teams assigned: 5/10
  Design draft due: 5/22
  Presentation: 5/30
  Presentation in class: 5/31
  Final design: 5/31
  Deliverable: A map and detailed design of a level of Katamari Damacy.