Assignment 8 Step 4 Instructions
Assignment #8 – CMS.301: Spring 2016

Step 4 has three components: An oral group presentation, a written group report including the game rules of your prototype, and a written individual report. This is a guide for the content of these deliverables.

Oral presentation (Sessions 25 & 26)
15 minutes per group, with Keynote/PowerPoint/multimedia presentation.

− Describe the final prototype of the game in terms of its gameplay mechanics and intended experience outcomes.
− Present your findings regarding the use of non-traditional player skills and abilities.
  What have you learned in terms of how they can be used to reach short- and long-term experience goals? What have you learned about issued involved in using these, and what doesn't work?
− If you had more time to continue work on your game, how would you develop it?

Written Report – Group Part (PDF, Session 26)
Max 7 pages including images.
− Description of design process from initial concept to final prototype.
  Make sure to include important observations and feedback from playtests and the resulting design decisions.
− Report of final playtest.
  Use the same format as for previous playtests. Playtesters should not be classmates or have played the game before. Make sure to include images showing the game being played.
− Description of final prototype.
  Include list of components (with image).
− Rules of the game written so that the game can be learned without assistance.
− Findings
  What have you learned about designing for non-traditional skills and abilities through the making of your game? What experience outcomes do they facilitate? Why are those interesting? In which situations other than your game could they be useful?

Written Report – Individual Section (PDF, Session 26)
Max 2 pages.
− Individual reflections on both the process, the final prototype, and the knowledge contribution of the project. What went right and what went wrong in this project. What is most interesting about the findings of the project? Why? How would you take this idea further if you had more time to work on it?

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