The Game

Due: Wednesday July 31st, in Class!!

Introduction

- ☐ Third in a series of related projects
  - ■ Will have a working game prototype (or at least some *playable* component)

- ☐ Focuses on
  - ■ Playable aspects of the game
  - ■ Make use of design, art and objects created or selected
    - ☐ Can create new art, but not an emphasis
  - ■ Illustrate potential/core mechanic

- ☐ Using *Ren'Py*

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Details (1 of 2)

- Work in same group as Project 2
  - Use that *treatment*

- Playable game
  - Final form depends on your specific design

- Use as much or as little Ren'Py Content as needed
  - Ex: RPG should have at least two roles
  - Ex: Visual novel should have enough characters and story content

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Details (2 of 2)

- ☐ Credits
  - ■ List all members of your team
  - ■ Other information (version number, or other art credits)
  - ■ Use Ren'Py's support for this
- ☐ Directions
  - ■ How to play
- ☐ Select art content
  - ■ You may create art and game objects as needed
- ☐ If create, don't worry if not an artist
  - ■ Ideas and effort, not execution

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Resources

- Finite resources (time!)
  - About 40 hours total (20 per person)
  - Use most appropriately

- Ren'Py
  - Sample games for splash/title/credits/options

- Other Ren'Py games
  - Available online