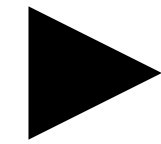


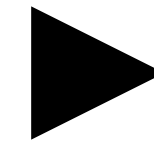
**CONCEPT
DESIGN**

DAY 1



**FIRST
PLAYABLE**

DAY 3



**PROOF OF
CONCEPT**

DAY 5

CONCEPT DESIGN

DAY 1

On Monday, you decide **what** to do and make a plan for **how**.

You should get to the end of the day feeling confident about where you're going.

If you aren't, let's fix it together!

SETUP

- INTELLISENSE WORKING
- GITHUB REPO SET UP

DESIGN

- CORE OF YOUR GAME DEFINED
- WHAT IS INTERESTING ABOUT IT AND WHY WOULD PEOPLE WANT TO PLAY IT?
- HOW DOES IT COMMUNICATE THE RIGHT MESSAGE?

TECH

- CODE ARCHITECTURE PLAN

FIRST PLAYABLE

DAY 3

On Wednesday, you should have something **playable** that shows you will be able to finish Friday's proof of concept.

Something to play we can either **get excited about**, or that clearly shows **what needs changing**.

DESIGN

- THE "CORE UNITS" OF YOUR EXPERIENCE ARE *PLAYABLE* IN UNITY
- VERY ROUGH, BUT SHOWS PROMISE OF THE "INTEST CORE" YOU DEFINED ON DAY 1

ART

- YOU HAVE AN IDEA FOR THE LOOK OF YOUR GAME. A MOOD BOARD, A DRAWING, A RENDER

TECH

- YOU HAVE THE CORE LOOP IMPLEMENTED, AND YOU ARE STARTING TO DESPAIR

PROOF OF CONCEPT

DAY 5

What do you need to **convince people your idea is cool?**

Focus on the most essential aspects of your game that showcase your “interesting core”!

If that’s improving the art and having less gameplay, fine! Every project has different requirements to show it off properly.

DESIGN

- I SHOULD GET EXCITED PLAYING THIS. IT SHOULD BE ROUGH, BUT SELL ME ON A CONCRETE, ACHIEVABLE PITCH.

ART

- IDEALLY, IT LOOKS PLEASANT ENOUGH.

TECH

- NO VISIBLE BUGS