Design Project: Milestone #5
GAM 224, Prof. Robin Burke
Fall 2005
Due: 11/21/2005

What is it:
Write a 5-7 page (1200-1800 word) exposition of the game concept that you proposed in Milestone #4. The purpose of this paper is to give the reader a detailed picture of what it would be like to play the game. Another way to think about it is as a pitch to get someone to consider funding the development of the game. The paper should have the following structure:

- **Introduction:** Provide a paragraph or two with a vivid description of the experience of the player. What is new and exciting? What makes the game great?
- **Genre:** Describe the game's background in terms of its genre, and relation to other games. If there are important narrative aspects of the game, describe them here.
- **Aesthetics:** Describe the overall aesthetic and thematic elements of the game. What will the game look like and sound like?
- **Mechanics:** Describe how your (borrowed) mechanic works in this new setting. Describe any other important mechanics needed by the game.
- **Key Elements:** Describe a few of the key elements of the game. These may be levels, environments, objects, characters or avatar abilities. Pick two or three items important to your game concept and describe their characteristics, how the player would encounter them, and their role in the game.

Important: Your objective in this design description is different from any other paper submitted in this class. You want to sell your game to the reader.

What to turn in:
Submit a MS Word document containing this description as Design Project Milestone #5. Only one team member needs to do this.

Hints and Notes:
- I will contact your group if there is a problem with the proposed game from Milestone #4.
- No footnotes, citations or any other kind of references are required in this paper.
- I will be emailing out a group peer evaluation form to each student. After Milestone #5 is complete, please return this form so I can gauge each member's contribution.
- There is no need to mention the origin of your borrowed game mechanic.
- It is accepted practice to talk about the game as if it exists: "In Chainsaw Chipmunks, the player can use his upgradeable saw on trees or on his opponents."