



TL Video Game Development Studio -- Program Outline July 2017 - May 2018

- **10/2 - Game Dev Team Meeting (GDM)**
 - **Lesson 1 - Game Development Lifecycle, Roles and Responsibilities**
 - Game Development Lifecycle
 - Inception
 - Prototyping
 - Production
 - Testing
 - Release
 - Responsibilities and Roles
 - Studio Identity
 - Producer
 - Designer
 - Artist
 - Engineer
 - **Assignment 1**
 - Game Review
 - Pick a single game and review in the following areas
 - Game Play
 - Visuals
 - Performance

Inception

- **10/9 - GDM - Inception and Team Roles**
 - **Lesson 2 - Inception Process**
 - Design Concept
 - Storyboarding
 - Genre
 - Core Loop
 - Control Scheme
 - Art Style Guide
 - Interface
 - Character
 - Environment
 - Technical Requirements
 - Development and Delivery Platform
 - Language
 - Engine
 - Middleware
 - **Task**
 - Distribute Concept Template
 - Create Concept Workgroups and Roles
 - **Assignment 2**
 - Concept Creation and Presentation
 - Due Next Class 10/2

- **10/23 - GDM - Green Light Process and Feedback**
 - **Lesson 3**
 - Present Game Concept in Groups
 - Feedback Process
 - Concept Refinement
 - **Assignment 3**
 - Revised Game Concepts from Feedback and Present
 - Due Next Class 10/9
- **10/30 - GDM - Final Presentations & Concept Selection**
 - **Lesson 4**
 - Present Revised Game Concepts
 - Concept Selection based on studio capabilities
 - **Task**
 - Student Team Assignments
 - Design
 - Art
 - Engineering
 - Production
 - **Assignment 4**
 - Create GDD, TDD and Art Bible
 - “What” is the game
 - Due Next Class 10/9
- **11/6 GDM - Prototype Planning**
 - **Lesson 5**
 - Creative, Tech & Business Teams Orientation
 - Set Goals and Tasks for Teams
 - **Assignment 5**
 - Complete Strategy, Task List & Establish Group Chat
 - Define Goals for prototyping

Prototype

- **11/13 GDM - Prototype Milestone 1**
 - **Lesson 6**
 - **Guest Presenter (Creative)**
 - Creative Role
 - PRESENTER TBC
 - **Task**
 - Group Work & Task List Review
- **11/20 GDM - Prototype Milestone 2**
 - **Lesson 7**
 - **Guest Mentor (Technical)**
 - Technical Role
 - PRESENTER TBC
 - **Task**
 - Group Work & Task List Review
- **11/27 GDM - Prototype Milestone 3**
 - **Lesson 8**
 - **Guest Mentor (Production)**
 - Producer Role
 - PRESENTER TBC
 - **Task**
 - Group Work & Task List Review
- **12/4 GDM - Prototype Presentation**
 - Teams prepare to present status updates based on Project Deliverables
 - First Playable
 - Design Update
 - Technology Update
 - Production Review and Plan
- **12/11 GDM - Prototype Review**
 - Team Update Presentations & Establish New Project Deliverables

- Feedback Implemented

Production

- 12/18 **GDM - Production Milestone 1**
 - **Group Work & Task List Review--Winter Break Assignments**
 - **Production Planning**
 - **Assignment 5**
 - Complete Task List
 - Define Goals for Production
- 12/8 -1/9/18 TL Winter Break
- 1/16 **GDM - Production Milestone 2**
 - **Identify Hour of Code**
 - **Guest Speaker**
- 1/22 **GDM - Production Milestone 3**
 - Group Presentations on Status Update
- 1/29 **GDM - Production Milestone 4**
 - GDM- Group Work & Task List Review

Testing

- 2/5 **GDM - Testing - Vertical Slice**
 - GDM-Group Work & Task List Review
- 2/12 **GDM - Testing - Horizontal Slice**
 - GDM- Group Work & Task List Review
- 2/19 -2/25 TL Ski Week
- 2/26 **GDM - Testing - Functional Complete**
 - Group Presentations Status Updates

Release

- 4/17 **Academic Excellence at Terra Linda High School**
 - Student Presentation on Concepts of Video Game Design
- 5/18-20 Maker Faire
 - Zone 5 –Project #