TECH HIGH CAPSTONE: Design For Gaming – Good Design Bad Design

**Student Letter – Proposal / Introduction & Overview**

You **complete a one-page over view of the entire project from beginning to end.** What it will include, what you are creating, what research you intend to undertake to create this final project, what industry feedback you may be soliciting for additional help or resources, a time line of how long this will take, etc..

**This is due on Wednesday, February 6th**

**The Timeline**

A detailed **breakdown of how long it will take you to complete the project** in time for April 2nd Capstone Night, when we you will meet for reviews and feedback. There should be three stages of review. The first will be a review of your student letter - proposal.

**This is due on Wednesday, February 6th**

The second will be a review of your artwork and project as you near completion of first drafts of your designs.

**This is due on Friday, February 28th**

The third will be a final review of your designs after any changes / additions / subtractions are made.

**This will be made on Thursday March 26th and Friday March 27th**

The last portion will be your presentation (\*see below) **Thursday, April 2nd**

**The Research**

The research will have you **detailing exactly what assets you need to complete the project** as well as the scope of the design. This should incorporate web, social media, mobile and any other pertinent research material. What makes a successful pitch? What kind of arcade cabinet? What make a successful looking arcade cabinet design? What needs is your marketing event going to address? How can you make your Capstone a success?

**The Presentation**

You will be presenting your capstone project to a panel of peers, staff, industry people and family. Your parents and friends will be invited to come hear your final presentation and to look over your portfolio. This shouldn’t take more than two hours and will occur on **April 2nd 2020.**

**The Portfolio**

Your final physical portfolio and digital portfolio should be a broad representation of your skillsets. Any honors, accolades, certifications or awards of merit should be represented within. Between 7 - 10 pieces of artwork you have created this semester. If you made sprites, you need to present them in a clean and enlarged way so people can see them. Making sprite sheets that are larger than normal. Your best work should be presented first and you should be able to easily describe motivations and specifics about your design if asked.

**The Roles**

Roles within this team of students would look like the following:

DESIGN TEAM

**Project Manager**

Responsible for making sure deadlines are met, all other areas are being tended to and met.

**Cost / Pricing Manager**

Responsible for finding out how much each part will cost and what the ultimate cost will be. Will work with Fundraising

**Artwork For Cabinet**

Using a template To Create The Arcade Cabinet. Will this be a wrap? How will artwork be adhered to the arcade cabinet.

**Content Creators** (Majority of Students)

What Is Being Put On The Arcade and How? What Games? Each person participating is responsible for putting at least 8 – 10 pieces of Design For Gaming artwork onto the game for people to view. Students can also leave a Level or Working Game.

**Arcade Logistics**

Where will this be put? Work with Administration to secure a room / location / adequate power for the project

CONSTRUCTION TEAM

**PROJECT MANAGER**

Izaiah, Gavin, Brandon

**COST PRICING MANAGER**

Gavin

**CABINET ARTWORK**

Izaiah

**DESIGN MANAGERS**

Carly

Nick L

Jackson

Fox

**CONTENT CREATORS**

Izaiah

Fox

Thien

Brandon

**ARCADE LOGISTICS**

Dillon