

GAME 328 : Game Thesis Preproduction

Preproduction for senior project in Game Design. Create basis material for subsequent production of computer-generated senior project. Stages include: initial concept creation; game play testing; event mapping; character; environment and asset design; staging design; lighting studies; and sound design. Elements combined into proof of collateral animatic and supplemental document.

Credits 3

Studio Hours 6

Lecture Hours 0

Prerequisites

Minimum grade of C- in GAME 320; GAME 326; GAME 335.