

3...

Rocket Science

World III:
The Launch Zone



Quest Objectives:

1. Read the [Project Guidelines](#) for the Digital Interactive Experience.
2. Collaborate with your crew members to build a **proposal for your project**. At the very least, this pitch should include the following:
 - Purpose and target audience.
 - Intended medium (What platform? Game? Video? Social Media?)
 - What *software* and *hardware* you plan to use to make it, and where you will get access to these components.
 - What *components* it will require. (For example: images [sprites, promo-art, character art], audio [narration, music], etc.).
 - Your goals for this project. Why do you want to make *this*? What are you personally hoping it will accomplish for your portfolios?
 - Your roles for each part of the project. Be specific. Who is responsible for what? Who is holding each person accountable?
 - Finally, A brief, 2-3 sentence summary of this project (called an 'elevator pitch'). Think about the kind of synopsis you might read on a video game box, or the descriptive blurb for a Netflix show.
3. Fill out the unit calendar with your group's specific goals. You may fill out your team meetings, set deadlines for yourselves, etc. You will also need to choose the date for your 'Galactic Shark Tank Presentation'.
4. Submit your proposal and attached Calendar copy to the GM (only 1 per group is necessary) AND post your brief synopsis as an 'announcement' on your blogs.

WORLD 3: THE LAUNCH ZONE

For this unit, your development team and yourself will set out clear goals and deadlines for when you want to complete the course content. Remember that your goal for the end of this unit is not a complete D.I.E., but a lite prototype and a solid pitch for the D.I.E.!

Week 9 – To the Moon.

In Class: We'll be learning Twine and unravelling (haha) new tools for digital storytelling. We'll begin hatching a plan.

Tuesday, 3/10

Twine day, unit overview, dev team formation, etc.

Group plan for Thursday, 3/12

Twine day 2 (half of class).

Week 10 – Bonfire lit.

Spring Break is finally here! This is going to be a good opportunity to rest up, have fun, relax, etc. But also, this may be a good time to wander a bit, take care of those Side Quests, and hatch a plan for what's next!

Tuesday, 3/17 and Thursday, 3/19 -- NO CLASS! SPRING HOLIDAY!

Group plan for Spring Break:

Week 11 – *Take Your Time.*

In Class: We'll be preparing for your Galactic Council Presentations. This week will be mostly 'studio time' in your dev teams, working on your GDDs and prototypes.

Note: I will not be here this week, as I will be travelling for a conference. A colleague of mine will be stepping in to facilitate. I will still be reachable by email at any time!

Group plan for Tuesday, 3/24

Group plan for Thursday, 3/26

Week 12 – *My name is Commander Sheppard, and this is my favorite week in the syllabus.*

We'll be holding Galactic Council Presentations this week. Be sure to have your prototypes and presentation materials ready!

Group plan for Tuesday, 3/31

- One group will give their Galactic Council Presentation.

Group plan for Thursday, 4/2

- Two groups will give their Galactic Council Presentation.

**YOUR THIRD BOSS FIGHT WILL BE DUE TO YOUR BLOGS
BY TUESDAY, April 8th @ 11:59pm!**