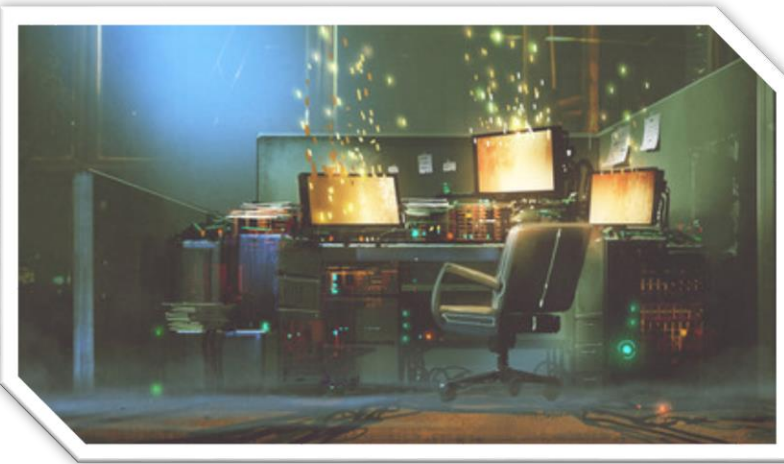


FINAL BOSS | THE HALL OF HEROES

A HERO'S COURAGE: RE-MIX



FINAL DIGITAL INTERACTIVE EXPERIENCE: >7 MINUTES PLAY-TIME | 1000 NAPS

Your group will submit a final version of your Game Design Document (GDD) and Digital Interactive Experience (D.I.E.). Each member should link this on their WordPress sites. The D.I.E. should be complete* and playable. The GDD should be complete* and thorough. The GDD will be used to determine the effectiveness of the Digital Interactive Experience, as well as the 'Heads-Up' statement mentioned previously.

Some things to keep in mind:

- There are [resources](#) and [guidelines](#) available on our course site, as well as people here to help you: including myself, and the Sanford Media Center.
- Where technology is involved, things can easily go wrong. Give yourselves plenty of time, and plan for the worst.
- Use the 'Heads-Up' Statement (available at submission) to explain any technical shortcomings, rather than try to hide them. If something didn't work out like you expected, that is a place for you to explain why.
- *White-boxing is totally appropriate. Especially given the circumstances of the semester, you may choose to tell me what you want/hope for something to look like down the line, but be sure to clearly explain what is and isn't 'white-boxing'.