

3... Rocket Science



Quest Objectives:

1. Read the [Project Guidelines](#) for the Digital Interactive Experience. You might also check out the [sample project from a previous group](#).
2. Collaborate with your party members to build a **proposal for your project**. At the very least, this pitch should include the following:
 - Purpose and target audience.**
 - 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?
 - Your roles** for each part of the project. Be specific. Who is responsible for what?
 - 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 your partner group 'Galactic Council 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 Development Blogs.