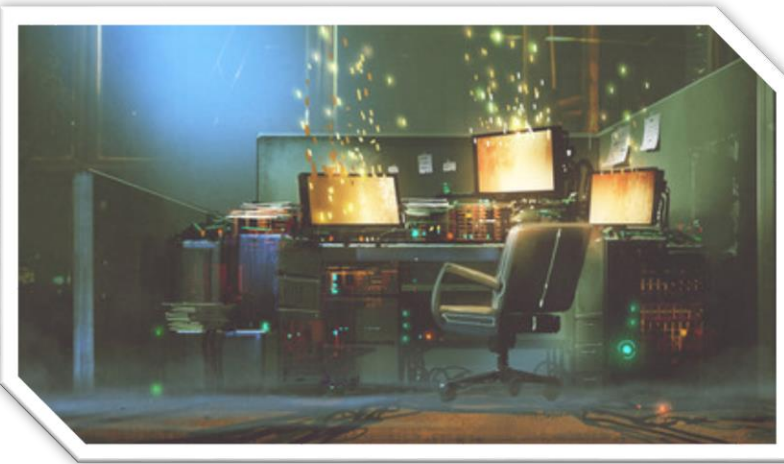


FINAL BOSS | THE HALL OF HEROES

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, and the goals outlined during the Galactic Council Presentation.

Some things to keep in mind:

- There are resources 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.