

The Assignment: Game Design Prospectus and Author's Reflection **English 4360: Studies in Composition: "Weird Videogames"**

Spring 2018

Game Prospectus Assignment (4/18/2018)

In your journals, write a game prospectus—a proposal for the Twine game you'll submit as a final project.

Think about the argument you want your game to make. How can you design procedures to reflect that? To enable/constrain your players? Also consider:

- Who are the characters in your game? How much can players customize them?
- What's the storyline like? Are there branches? Multiple endings?
- Think about the kinds of links players will interact with: what words or phrases do players click on? Are they highly descriptive, or are their effects hidden at first?
- What will design elements contribute to your game? Are fonts, text colors, and background colors important? Will you incorporate images? Sounds?

You'll have next week in class to work on your Twine game, and we'll have a Twine Arcade on April 30, so think about scope: what will you actually be able to accomplish/finish in that amount of time?

Author's Statement Assignment (4/30/2018)

Your Twine game is the last major project in our course before the LR Final. When you write about your game on the LR Final, you'll have three other components to draw on:

1. Your game prospectus
2. Your author's statement
3. A review of your game from a peer

For your author's statement, think about an artist's statement that might accompany a piece in a museum. You can use your prospectus as a draft if you like, but in any case you should revisit it and discuss how you realized (or changed) your plans along the way. Consider also:

- What did you hope to argue?
- What audience did you hope to reach?
- What beliefs or emotions does your game appeal to?
- What do the procedures of your game make possible (or impossible)?

You may also discuss how characters, storyline(s), ending(s), and design decisions you created shape your game. Submit your author's statement on Dropbox before class on Wednesday, 5/2!

Fall 2017

- 1. Game Prospectus.** Propose your own videogame! This short should outline your plans for a game you will make in Twine. Who are your characters? What is your storyline? How will your game end?
- 2. Author's Statement.** This short will accompany your Twine game (think artist's statement, like might accompany a piece in a museum). What did you hope to argue? What beliefs or ideologic did you appeal to? How did you aim to garner assent from players? What does your game demonstrate about rhetorical identification?