**Year 2 Project Presentation**

**James’s Unit Criteria**

Pitch the proposal to the commissioning editor of the game, highlighting the main findings of your research, show your ideas and justify your choices throughout.

You need to:

* Finalise ideas for your game
* Prepare a proposal
* Prepare a presentation including presenter’s notes
* Give the presentation in the form of a pitch to the tutor and peers
* Refine ideas as a result of the pitch, where appropriate.

**For James include:**

* 60 second intro (Elevator pitch)
* Theme / Setting / Genre
* Unique elements(What sets this project apart?)
* Mood board(Padlet) include images, sounds.
* Influences(Film, TV, games, graphic novels etc)
* Gameplay (Brief)
* Core Gameplay Mechanics (Brief)
* Team Size(Who’s doing what)
* Story (Brief)

**For Wayne**

* I need a prototype game (in unreal) – with focus on 3D environment
* Sketches both 2D and 3D, A 2D topology is needed.
* Discuss game concept and target audience and how this game relates to film ‘big trouble in little china’.

Criteria Covered:

* **P2** pitch a proposal for a media product with some appropriate use of subject terminology and with some assistance
* **M2** pitch a proposal for a media product competently with generally correct use of subject terminology and with only occasional assistance
* **D2** pitch a proposal for a media product to a near professional standard consistently using subject terminology correctly and working independently to professional expectations

***Indicative Content***

***2 Be able to pitch a proposal for a media product***

*Proposal:* content outline; target audience; resources; personnel requirements, eg cast and crew, team, specialists; budget; project schedule

*Pitch:* style; format, eg PowerPoint, video presentation, multiple presentation; technology, eg video screen, projector, audio playback; product information (content outline, target audience, resources, cast and crew requirements, budget, project schedule, market fit); preparation of materials; rehearsal of pitch; delivery of pitch

Wayne’s Environment Unit

For Me I need a prototype game (in unreal) – with focus on 3D environment

Sketches both 2D and 3D, A 2D topology is needed.

Discuss game concept and target audience and how this game relates to film ‘big trouble in little china’.

They can do as a presentation or video, but I told them presentation is preferred so if you can emphasis this James and discuss what your focus is on your elements you’re marking.