

Game Design & Development I

CGR 125

Professor Ryan Morrison

Game Analysis Requirements

Analysis Requirements

- The paper should be at least one (1) full page in length.
- The paper should be no more than two (2) pages in length.
- The paper should be typed, in 12pt font minimum, and a legible font.
- The topics requested should be expressed in essay form, not as question & answer section.
- Always include your first and last name, the name of the class (CGR 125 for example) and your email address.
- The assignment should be handed in the first part of class (that means printed on paper) and should also be posted in the All Assignments section of the GDG forums.
- Both posting and handing a copy in are required for full credit.
- Pay attention to the specific instructions for each assignment they may not always correspond to the lecture of that particular week.
- Do your assignments, they do go towards your grade, think of this as an opportunity to play/analyze some games during the semester for credit. You will have a large workload this semester not just in this class.
- These assignments are not reviews, although your opinion is valued on games, your analysis is required based on facts within certain parameters.
- You will have an opportunity to write a review at the end of the semester for the game of your choice so please be patient.