

Game Design & Development III
CGR 255
Professor Morrison
First Functional Prototype Requirements

Purpose

A First Functional Prototype (FFP) is generally the first piece of software that developers create. It is a piece of software that demonstrates to the publisher and/or producers of the development team that the project written in the GDD can be done in a technical manner and sometimes, artistic manner. For most companies, it is the last milestone of pre-production and is the result of a well thought-out and detailed TDD.

Instructions

Prove to your publisher that what you write in the GDD and the TDD is not an unrealistic undertaking. For purposes of this class, your modifications should be able to demonstrate that you can incorporate tilesets, network, implement 3D, AI, etc. Do not make the entire game from start to finish. If you are working on an RPG, you might develop one town that can demonstrate the necessary skill-set for creating the game in full.

Each team should submit a CD with the FFP copied onto it. The focus here should generally be the hurdles that were decided upon from the “Difficulty Multiplier Generator”.

Scoring

Scoring is based on the following criteria:

- Proposed Tasks
 - o Which “hurdles” were addressed in the FFP?
 - o Were the hurdles completed successfully or are there signs that there may be problems around the corner?
- Subjective
 - o Would a publisher feel comfortable advancing with this project?