Scriptwriting for Games Team Structures:

This course will be centered on a general team competition. Each team of three will compete to produce the best game script of the class.

Ranks and prizes will be rewarding accordingly:

#1 - Best Game Script:
- ❑ Unconditional A on final assignment
- ❑ 10% increase to final grade
- ❑ A "prize" of value

#2 – Second Best Game Script:
- ❑ Minimum of 5% increase to final grade

There may be tertiary rewards, depending on class size and script quality.

Every team member will be responsible for writing. Individual grades will be calculated from individual assignments, team assignment grades, peer evaluation and quizzes.

Teams may be organized any way you choose. However, it would be to the team's benefit to organize as follows:

Team Producer:
The producer will be responsible for all administration, leadership, and organization within the team. It is the Producer's job to make sure that each team member is doing what is required of them and that the team stay on target. If the team fails to meet deadlines, loses focus, or performs poorly it is the Team Producer's responsibility to diagnose and solve the problem. Good team producers understand how to listen to their team members and encourage success within the team.

Lead Writer / Editor:
This person is responsible for managing the team's writing. This person is good at writing mechanics and knows how to clean up the writing of others. The lead writer is likely to be the voice of the team, articulating the team's ideas in the best way possible. If the team's documents are hurt by writing errors or fail to excite the reader, it is likely the fault of the Lead Writer/ Editor.

Concept Artist / Designer:
This person is responsible for creative concept direction and design. This person's strengths are in creating new ideas. This person may be a good visual artist or simply someone who has many new ideas that would help the general game design. If the game ideas and design are uninteresting, overly complicated, or simply are not fun, the Concept Artist/Designer is likely to blame.

The Team as a Company:

The team is your game company for the remainder of the quarter. Each team should create a team identity. This identity should be some simple logo and a name by which you will be identified. The company is responsible for the each team member's performance. If a team member does not complete their work, the company is still responsible for meeting requirements.

Please keep in mind that some of the best companies in the world have been formed in colleges. Treat this team seriously, and you may be very happy with the result.

Problems within the Team

Invariably students withdraw from class or find themselves occupied by other activities. As in life, the team will remain responsible for delivering the final script. However, in extreme situations team members may elect to "fire" a team member and reduce their team size. To do so students must do the following:

❑ Hold one official meeting with the team member to articulate concerns and devise a solution.
❑ If the meeting did not yield acceptable improvement the remainder of the team must vote unanimously to fire the team member.
❑ Provide the instructor with a "pink slip" description of why the team member will be fired. Instructor reserves the right to invalidate any pink slip for poorly articulated reasoning, inconsiderate observations, or other concerns.
❑ If pink slip is improved by the instructor, hand deliver or email it with cc to the instructor.

Any fired team member will be solely responsible for completing all remaining assignments and a final game script. The student will incur at least a 5% final grade penalty for being fired. Please review the course and major objectives, as they clearly state team participation as a central skill to be acquired.