

## **Day 1: Building the Atlas**

- Introduction of work, education, and life experience as it pertains to game development.
- Introducing the workshop, our goal of understanding the journey of developing our own game of any scope.
- Identifying inspiration and a key direction.
- Exploring your skill-set and opening your mind to the possibilities of game dev.
- Being honest and objective about gauging your capabilities vs your potential vs reality.
- The importance of underestimating your success.
- Combining inspiration and skill-set to create a goal.
- Idea Guy vs Realization or Limbo vs Creative Momentum and Success.
- Video Games broken down into its components.
- What are the jobs and duties you can expect to find in these different scenarios, and why?
- The importance of the atlas in deciding the next step.
- 25-30 QA

## **Day 2: Using the Atlas to Refine our Game Document**

- What to aim for in a game document: Game Details , Core Gameplay Loop Explanations , Mechanics/Features , Main Elements , Assets/Files.
- Refining your game document - the big WHY.
- Understanding the atmospheric factor of your project, and how to effectively use it to evoke emotions in players and audiences.
- Applying this factor to every point on the atlas.
- The X factor in game dev?
- Procedural Art vs Traditional Art.
- Prototyping as a practical game document.
- Using a prototype as a marketing tool.
- The importance of making your own assets.
- Dream Big. Work Bigger.
- QA 25-30