 Applied Project – Computer Game Remix In this project, you will be drawing from what we’ve learned in Understanding Video Games about the choices game designers make when creating a game (see the chapters “Narrative,” “Video Game Aesthetics,” and “History” for lots of useful information). This project asks you to consider “What if we made different choices?” though the re-imagining of a computer game. The Assignment In this project, you will be re-imagining a game you have played in a different genre. The game can be one we’ve played in class OR one you’ve played on your own. For example, you may take a game like N+ (one of our games of the week) and re-imagining it as a role-playing game. Or taking a fighting game like Mortal Kombat and re-imagining it as first-person shooter. As an example, I’ve included this re-imagining of Overwatch as a fighting game, produced by TGN: https://www.youtube.com/watch?v=HzR5vHKpBBU What do I need to produce? Your project should be a document where you lay out the following: 1. The original game (30%) a. Genre -What sort of game is it now? How do we know that? Lay out specific features that let us know what genre of game this is. i. For those of you who may be less familiar with game genres, the Wikipedia entry on game genres is actually a great place to start. You should do some research beyond that, however! ii. Please note: Many modern games like to mix genres. That’s fine. Just identify what the components are. b. Features of the game – Mechanics, narrative/lack of narrative, music, art, modes of play (single player/multiplayer/online/procedurally generated, etc.) c. The aesthetic experience of play – Is the game hard? Easy? Does it make you happy, tense, sad? How does it generate those feelings in you? 2. The game re-imagined (60%) a. What genre is the game now? b. How does the game change to make it work in that new genre? i. For example, do you need to the game to be 2D instead of 3D now? ii. Would the music need to change? Can you imagine a different control scheme, such as motion control, that would work better in this new genre? c. How might those changes alter the aesthetic experience of playing the game? Would your changes alter the audience for this game? If so, how so and why do you think that is? 3. Analysis of the impact (10%) a. Having imagined these changes to the game, what have you learned about why the original game was made the way it was? Are there choices you now understand better? What about design decisions you think were definitely wrong? How will this project be graded? This assignment will use the “Written Assignments” rubric on the syllabus. You should feel free to include any images, links to videos, or other media you think will help support and enrich your project. Projects that are more specific and detailed tend to do better on this assignment. I want to see that you have really considered how small (or big!) changes would ripple out through the experience of playing your game. What resources should I use? Our textbooks, especially Understanding Video Games, have multiple chapters that investigate how games use space, narrative, sound, art, etc. in order to create particular effects. It also analyzes the different genres of game in quite a bit of detail. You should look to those chapters to provide support for the changes you’ve made and for your analysis of the impact of those changes. Draw quotes and ideas from the text and cite them in your project to help support your argument. What if I don’t get the grade I want on this project? You may elect to revise and resubmit either this project for a chance at an improved grade no more than one week after receiving the initial grade. Check the syllabus and our D2L site for the revise and resubmit deadline. This deadline is early in the semester. This is to give me ample time to review your submission, provide feedback, and for you to revise the submission before the course ends.