



image credit: Lindsay Grace, Institute of Art Chicago

# Project Scoping Workshop

CS 4300/5310  
Computer Graphics

# ANNOUNCEMENTS

# Deadlines

- 2D Project main deadline:  
February 5<sup>th</sup>
  - That's in 12 days!



# PROJECT SCOPING WORKSHOP

# How do scope problems happen?

- Incomplete understanding of what the project goals are
- Insufficient consideration for if the project as designed on paper will meet stakeholder needs
- Failure to account for tasks that are necessary to accomplish the goal
- Good old fashioned procrastination 😊

# Goals for Today

- Peer critique on clarity of written report
  - Clear understanding of project goals
  - Begin building list of tasks
  
- Early prototype of core project feature(s)
  - Test for usability, feasibility
  - Solidify your/your group's understanding of what the project will be

# Part 1: Peer Writing Critique

- Swap proposals with another group
- Each group designates a note taker
- Choose a group to read first!
  
- Group A reads Group B's proposal (out loud, if necessary)
  - Point out areas that are not clear to you, **ask questions** about how it might work.
  - Pretend you would be implementing this project yourself. Do you have enough information to do so?
  - Use a pen on the hardcopy to flag grammar/spelling errors or awkward phrasing.
  
- Group B's note taker writes down implementation questions, discussion points, areas that are not clear.
  
- After approximately 20-25 minutes, switch.

# Part 2: (Paper) Prototyping

- Identify an important area of your project
  - Open questions from the peer critique?
  - Core game mechanic?
  - How people will interact with your project?
- Prototype it!
  - Construction paper, post-it notes, plain printer paper
  - Yourself, as the Wizard of Oz
- Have your partnered group play with your prototype
- Take a photo of your prototype, upload to Blackboard



# Group Matchups

- ZombieLand
  - Shape-It
  - Interactive Plant
  - Starship Game
  - Hundreds Clone
  - Warp
  - Kasuo Virtual Pet
  - Crazy Billiards
  - Dramamine
- One Button Bob Clone
  - Gesture-Based Paint Tool
  - Explorative Tone Matrix
  - Flight Shooter Game
  - Asteroidz
  - Rock Star Game
  - Circles vs. Squares
  - Global Defense Fleet
  - Oddball Out