

DESIGN TEAM PROTOCOL

By Mr. Worrell

WHAT IS THE DTP?

- The Design Team Protocol (DTP) allows students the opportunity to create a unique and challenging simulation or game which incorporates a required CTP or CTPs.
- The DTP goes through the same basic steps each time, but the game that is created will be unique to each team/individual every time.

STEP 1: LEARN SOMETHING NEW

- Students will learn a new CTP or design element that has not been used before or is being used in a different way.

STEP 2: GAME PROPOSALS

- Individual students will create a proposal which is a unique idea that incorporates the required CTP(s) in a unique and original way.
- Each game will have to solve a specific “problem” presented by the client (Mr. Worrell). Different Design Teams may receive unique problems to solve from the client.
- Game proposals should be done individually to allow for as many unique ideas as possible!

STEP 3: PRESENTATION AND FEEDBACK

- Once each team member has created a game proposal, they will then present this proposal to their Design Team.
- The design team will give feedback to the individual as well as possible changes to make it better/more interesting, or simply ask questions about things that don't fit.

STEP 4: BENCHMARKS TO COMPLETION

- In this step, the game maker will take the feedback from the Design Team and create a series of benchmarks or steps to complete their game. (ex. Create required agents, program tracking/hill climbing, etc.)
- These Benchmarks will become the in progress grades for the project leading to the final grade at the end. Dates for completing each benchmark will be assigned by the teacher.

STEP 5: PRESENT GAME TO DESIGN TEAM

- On the final day of programming, students will present their game to their Design Team for final feedback.
- This time is critical as it will allow you to work out any bugs or mistakes and to ask questions on how to solve these problems.

STEP 6: ASSESS AND PRESENT

- Each design team member will create a Rubric which allows the teacher to assess their game based on their benchmarks and overall success.
- One student from each Design Team will then present their game to the entire class for feedback and evaluation.