Design Team Protocol

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My name: _____Team name: _____

PROBLEM 1: Counters and Needs

STEP 1: Learn Something New

Counter: A number that is UNIQUE and SPECIFIC to a single Agent and goes up or down depending on specific attributes (timing, collecting items, etc.)

Needs: When a Counter reaches a certain number, an Agent has a reaction and must meet a certain need in order to continue (hunger, need for sleep, energy level, etc.)

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STEP 2: Game Proposals

Client problem: "I need a game or simulation that shows off a character's ability to have a counter attached to individual Agents. In particular, I would like for there to be a counter that goes up every 1 second. Once the counter reaches a certain number, then that Agent will have a need to go collect something that brings that counter back down to 0."

- **Mr. Worrell**

1. **In the space below, describe the theme or setting of your game (who or what will it be about?)**

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| |

2. **Next, describe how you will use the REQUIRED CTPs in your game:**

CTP	How I will use it in my game
Counters	
Needs	

STEP 3: Presentation and Feedback

As a design team, pass this packet around the table. For each person, read their game proposal on the previous step, then provide feedback in the form below (multiple team members can provide feedback in the same form):

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Things that I think will work well about this game:

Things that are confusing or that I have questions about:

If this were my game, I would add:

STEP 4: Benchmarks

In this space, you will take the feedback from Step 3 and create a road map to completing your game. The dates are set in stone but what you have done on each date is left to you, just make sure your benchmarks include ALL REQUIREMENTS to ensure your game is completed on time.

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Benchmark	Description	Due on
1	**All agents are created and drawn**	**8/30**
2		**8/31**
3		**9/5**
4		**9/7**
5	**Game is complete and ready for review**	**9/11**

Benchmark grades:

Benchmark	Grade
1	**_____/10**
2	**_____/10**
3	**_____/10**
4	**_____/20**
5	**_____/50**

TOTAL Benchmark Score (not final grade):

_____/100