**Criteria For Gaming Class Final Project**

**Name of the game. A Tagline for the game. (A Tagline is a one sentence teaser for the game) (IE: Get Slimed In This All New Adventure… Your destiny awaits… Become Legend… If The Suspense Doesn’t Kill You, Something Else Will…)**

**Thorough Description Of The Game and Game Play. (What would a description of the game look like? We would like to use at least a paragraph description for the back)**

**Feedback That Is Constructive For Our Designers**

**(IE: Engage in conversation with designers who are asking for feedback on your project)**

**Artwork for all of your characters. Sketches or ideas for color, “The Look”, the title of the game, etc..**

**If you want a character or particular color theme or something specific highlighted on the box, we need those images in a high resolution photo.**

**Ideas for characters need to be fleshed out, drawn or in a state of readiness.**

**What platform / What Rating? What Company produced it?**

**We’re creating the artwork for a DVD style game case, a poster promoting the game and a one page micro web site for the game**

**This is a good Example Of A Tagline and Supporting photos of the game.**

