3, 2, 1, WAR!!!

Driving Question: When is war justified?

Your task:
You have been commissioned by a gaming company to create a historically accurate game depicting a war of your choice. In order to complete this task, you must research a war to learn of the different events that led to war. You must also address different battles and events that led to subsequent action including accurate weaponry and strategies.

Requirements:
An introductory scenario that will begin the game
Players - you should include player options for the gamer that are historically accurate
Weapons/Strategy - these items will differ depending on the technology available during your conflict
Setting - your game should have a historically accurate setting
Levels - you should have at least three levels in your game
Graphics - that highlight and support the story of your game
Narrative/Storyline - A historically accurate depiction of your chosen war that interweaves with levels

Format:
You may choose to create an electronic game of some sort, or a board game. Your game should be well-thought out and colorful. Be sure to take time and complete in a quality fashion. You may wish to have game pieces, props, cards, dice, etc. Use your imagination to make your game unique.

Partnerships:
You may choose to complete this assignment individually or in groups no larger than two or three total students.

Research and 3D Printing:
You will be required to research your project in-depth to be sure that it has many “layers” and is historically accurate. A simple Google search of a timeline will not be sufficient research. It is suggested that you use the OWLibguides - http://olatheschools.libguides.com/ow
You will also have the opportunity to use the 3D printers at OW to make something to include in your project. Our librarian, Mrs. Massey, will give us a tutorial about using the 3D printers.
**Game Development Jobs:**

The following jobs are “real life” game creator jobs that are filled within teams of creators. Each has his/her own role, and you will be assigning each person in your group a role to fulfill. Because you will have more jobs than partners, you will want to assign group members more than one job. All members will conduct research. If you are working individually, you will be taking on the entire project yourself.

**Creative Directors** are much like the producers of a film. They oversee the entire production process, from the original concept, to design, development, post-production, testing, marketing, and release. They are involved in every aspect of a game, and are ultimately the person held accountable for the success or failure of a game. *This person is responsible for your game scenario and will assist with narrative/storyline.*

**Level Designers** are responsible for the design various levels of a game. These professionals have strong drawing and sketching abilities, and must pay close attention to detail – even the smallest details make a difference. Have strong organizational skills, and knowledge of gaming software and technology. *This person is responsible for your levels and strategy.*

**Mission Designers** create the concepts for the “missions” that take place throughout a game. They must have knowledge of how concepts and ideas intersect with code and development processes, work well in a team environment, and demonstrate analytical problem-solving skills when working under strict deadlines. *This person is responsible for your narrative/storyline.*

**Character Artists** are given the task of taking an idea from concept to a fully developed character. Like concept design, character artists give concrete form and personality to the ideas presented by game developers. After several rounds of review and revision, the two-dimensional sketches are used to create fully-functional 3D characters with the look and personality that makes them memorable. There are several essential skills to perform well in this job, which include artistic ability, 2D illustration and 3D modeling knowledge, a basic understanding of the physiology of animals, and the human form. *This person is responsible for your players and weapons.*

**Cinematics Designers** integrate segments of animated storytelling throughout the narrative of a game, to enhance the plot and character development. A cinematic designer collaborates with writers, creative directors, producers and animators to blend cinematic elements into a game. Cinematic elements include recorded dialogue, sound effects, scripting, custom animations and cutscenes. *This person is responsible for the setting and graphics.*
Timeline:

October 27th - PBL Kick Off/Work Day

October 30th - Library Media Specialist Visit & 3D printer Tutorial/Write Week 1 Goal

November 3rd - Work Day/Week 1 Student Conference & Goal Check

November 6th - Write Week 2 Goal

November 10th - Work Day/Week 2 Student Conference & Goal Check

November 13th - Write Week 3 Goal

November 17th - Work Day/Week 3 Student Conference & Goal Check

November 20th - Games Due! Presentation Day!

November 21st - Game Day! Game on!

Weekly Reflection & Conference

Week 1: DUE NOVEMBER 3rd

My goal this week is (10/30):

This week, I accomplished (11/3):

I am: (circle one) ON TRACK AHEAD OF GOAL NOT ON TRACK

War Chosen: 

Research: 

Conference Feedback:

Teacher Signature
Weekly Reflection & Conference

**Week 2:** DUE NOVEMBER 10th
My goal this week is(11/6):

This week, I accomplished(11/10):

I am: (circle one) ON TRACK AHEAD OF GOAL NOT ON TRACK

Requirements Above:  

Conference Feedback:  

Teacher Signature

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**Week 3:** DUE NOVEMBER 17th
My goal this week is(11/13):

This week, I accomplished(11/17):

I am: (circle one) ON TRACK AHEAD OF GOAL NOT ON TRACK

Requirements Above:  

Conference Feedback:  

Teacher Signature

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Your project is due November 20th on Presentation Day!