For the second half of the semester, you will work in a **team of 2-3 students** on a project of your own design, within the parameters outlined in this document.

The final deliverable for your project will have one of two shapes:
1. **PCG demo:** a demonstration of a procedural generation process that could work in a (hypothetical) complete, digital or analog game. You can choose what to generate: it could be levels, worlds, terrain, characters, dialogue, quests, story, items, environmental storytelling elements, and so on – creativity encouraged! Your demo should be **interactive**, but it need not be a full playable experience (this would be outside the scope of this class). Your interactor/user should be able to use your interface to see as many generated artifacts as they want.
   a. Examples:
      i. Darius Kazemi's Spelunky Generator
      ii. Any of the interactive demos Kate Compton describes in this video
      iii. Strangethink's Secret Habitat, a procedurally generated 3D art gallery
      iv. Scents and Semiosis
2. **Generative game:** a game prototype that, through play, generates an artifact. This could be analog (e.g. a keepsake game, drawing or journaling game, tabletop game, or knit along) or digital (e.g. a strategy game where player "builds" are saved as output, or a story is generated from their choices).
   a. Examples:
      i. A Mending
      ii. How to Host a Dungeon
      iii. Cardistry
      iv. 1000 year old vampire

The other constraint is that your project must implement the **class theme**: "where physical meets digital." This means you need to have some kind of "physical" component – perhaps the generative process is itself physical, or a digital process is used to generate a physical artifact. Talk to the instructor if you're not sure if your idea qualifies.

Apart from that, the project design is up to you. You can use any set of tools as long as all of your teammates agree.

Deliverables timeline (dates TBA):
- Team Information
- Project Proposal
- Prototypes 1-4 (playtesting in-class)
- Playtest reports for each prototype
- Final presentation
- Final writeup

Team Info document:
- Give the **names and NU IDs** of all teammates.

- Give a **title** for your project. (It can change as you go.)
- Say whether your project is a **PCG demo** or a **generative game**.
- Give a **1-sentence summary** of the idea of your project.
- **Theme:** how will your project implement the class theme of ***Where Physical Meets Digital***? What are the physical and digital components of your project and where do they meet?

Project Proposal:
- Give the **names and NU IDs** of all teammates.
- Give a **title** for your project. (It can change as you go.)
- Say whether your project is a **PCG demo** or a **generative game**.
- Give a **1-sentence summary** of the idea of your project.
- **Theme:** how will your project implement the class theme of ***Where Physical Meets Digital***? What are the physical and digital components of your project and where do they meet?
- Describe the **vision** for your project. If everything goes right, what will your final project look like? At a high level, what are the **experiential qualities** you want for your player/user/interactor?
- Describe the **scope** of your project. What interactions will your prototype support? What features will it have? What features will it not have? Make sure your plan is realistic to complete in 5-6 weeks (leaving time for documenting your process, holding team meetings, creating presentations, and writing up your project at the end).
- Describe the **approach**(es) you will use to implement your vision. What generative techniques will you use? What tools, libraries, programming languages, and materials (physical and digital)? Do you need any access to resources that the instructor can help you with?
- Give a **timeline**: at each of the four prototype milestones, which interactions/features/other desiderata will be implemented?
- **Division of work**: who is responsible for what aspects of the project? How will each teammate individually demonstrate mastery of the learning goals for this class?