

Name: _____

Date: _____

Class: _____

Bellwork

Day	Date	Activity	Response
1		Complete the anticipation guide for this chapter.	
2		What are <i>specialists</i> and why are they important to game design?	
3		Why do large games use a three-stage production process?	
4		Define <i>iteration</i> .	
5		Why do games follow an iterative process of design?	
6		How many protagonists might there be in an MMO game?	
7		What is the term for a game story that must be completed one level after the other?	
8		Define <i>nonlinear progression</i> .	
9		What is the purpose of a professional game tester?	
10		What is <i>crunch time</i> ?	
11		What does it mean if a project has been given a green light?	
12		What is the purpose of a <i>high concept document</i> ?	
13		What is the purpose of a <i>leave-behind document</i> ?	

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14		Why are demographics important to understand in game design?	
15		What is <i>concept art</i> ?	
16		What is a <i>model sheet</i> ?	
17		Why is it important to use a mock-up?	
18		What does a <i>compiler program</i> do?	
19		What are two major reasons why a company would develop custom software?	
20		What are three reasons why a game design company would use COTS software?	
21		What is a <i>GUI</i> ?	

Note: there are more days of bellwork than days of activities. This is to allow extension of the days for completion of activities. Review all bellwork before the chapter test.