

Name: _____ Period: _____

Themed 3D Board Game

In this project, you'll be creating a themed version of an existing board game. You'll model the game parts, create textures and images, and make a 30 second to one minute animation of the game being played out.

Look on the Internet for examples of board games. A good place to start is www.boardgamesexpress.com. Write down three game ideas that you would consider turning into a themed version: 1. _____ 2. _____ 3. _____

Now, search for examples of other themed board games. Use Google for your search, or, you may try looking at Monopoly versions since so many have been created. Type in www.bgamers.com/monopoly.htm, www.monopoly.co.uk/index2.asp, or www.wizardworks.com/macsoft/monopoly/monopoly.html.

Below is the criteria that you'll need to complete in order to receive full credit:

1. _____ **Theme Idea (100 points):** Develop a theme idea for your board game. It should be thought through fully (i.e. the board and game pieces reflect the theme idea). Write out your theme and the game piece ideas on the back of this page. Be sure to note how the game will be played out.
2. _____ **Idea Sketch (100 points):** Complete a sketch of your themed game board. Draw a composite view of the board with all the pieces on it (a top view will probably work the best) and side view drawings of all the pieces (if there are cards, include them).
3. _____ **Storyboard (100 points):** Draw out how your game will be played (animated). Your game pieces should not only move around the board, but also have moving parts (I.e. if there are arms, the arms should move). Each major movement should be drawn in a separate frame (a minimum of six frames). Write down what is happening in each frame on the lines to the side.
4. _____ **Game Board (100 points):** Build the game board from your sketch. It does not necessarily have to be an actual board. You will need to include images and textures on your board.
5. _____ **Modeling of Game Pieces (100 points):** Model your interpretation of all the game pieces using your sketches.
6. _____ **Animation (100 points):** Create a 30 second to one minute animation of the game being played out. Render the animation when complete.
7. _____ **Extra Credit (up to 50 points):** You may earn extra credit by doing something beyond the assignment minimum.