Assignment Information:

<http://rvccmccs01.raritanval.edu/~scaruso/courseware/docs/project-2-requirements-4/>

Elevator Pitch:

My Project 2 is going to be based on my love of handheld gaming. I will be giving a presentation of the history of the handheld gaming consoles made by Nintendo. As a gamer, this topic is very close to my heart and have a lot of passion for this form of gaming. It also happens to be a dying field, and I wish to make that apparent and try and find support for handheld game and console development.

Websites

<https://en.wikipedia.org/wiki/List_of_Game_%26_Watch_games>

<https://www.nintendo.co.uk/Corporate/Nintendo-History/Nintendo-History-625945.html>

<http://visual.ly/nintendo-game-system-release-timeline>

<http://www.softschools.com/timelines/nintendo_timeline/249/>

<http://visual.ly/retro-tech-nintendo-game-boy-evolution>

<http://www.dafont.com/> Custom Fonts

<https://www.cnet.com/news/2015-the-year-that-gaming-handhelds-feel-like-theyre-finally-fading-away/>

<http://www.techtimes.com/articles/57048/20150604/gaming-go-future-mobile-vs-consoles.htm>

<http://www.idigitaltimes.com/super-mario-run-why-its-release-and-price-may-mean-more-mobile-pokemon-go-557139>

Images:

<http://vignette1.wikia.nocookie.net/nintendo/images/6/6f/Game_Boy_(Grey_Model).png/revision/latest?cb=20121110153849&path-prefix=en>

<http://static.giantbomb.com/uploads/original/9/99864/2420184-game_boy_advance_1stgen.png>

<http://vignette1.wikia.nocookie.net/nintendo/images/9/99/Nintendo_DS_Lite_Console.png/revision/latest?cb=20120228012415&path-prefix=en>

<http://vignette2.wikia.nocookie.net/nintendo/images/1/15/Flatzonenumero2.jpg/revision/latest?cb=20130617012240&path-prefix=en>

<http://images.nintendolife.com/news/2016/01/oculus_founder_palmer_luckey_believes_virtual_boy_hurt_the_vr_industry_but_its_not_all_bad/attachment/0/885x.jpg>

<http://media.bestofmicro.com/M/6/556782/gallery/virtual-boy_w_755.jpg>

<http://www.gamestop.com/gs/images/content-pdp/New_Nintendo_3DS/Nintendo_New3DS_Open_.jpg>

Topics of Interest:

1. Brief history of handhelds
2. Rise and fall of handhelds
3. Nintendo Switch and how it will change gaming
4. 8 Main Handhelds:
   1. Gameboy, Color, and Advanced
   2. DS, DSi, and 3DS
   3. Game & Watch
   4. Virtual Boy

User Personas:

1. Gamer, and those who wish to learn about gaming history
2. Game Devs, and those who wish to develop for handheld systems or design their own
3. People who don’t know about video games and want to learn more

Check List:

1. Summary Statement √
2. User Personas √
3. Screen Wireframes
4. Screen Flows √
5. Design Bible (separate doc)

Assets to Manifest:

Sounds

Music?

Images

Animations

Citations and Sources

* They will be presented in a more traditional manner while still maintaining the motif set by the previous slides
* Got to find a way to make it look like it wasn’t made by a middle-schooler
* Maybe continue to use console screens?
* Use Screens from other similar consoles? (GBA SP, Micro, etc)