Game Project Requirements – ITCS 4231/5231 – Advanced Game Design and Development

***Core Technical Components:***

\_\_\_ (2) The prototype shall use the Unity engine for rendering.

\_\_\_ (5) A 3D camera controller provides an appropriate view of the game at all times and is consistent with the genre.

\_\_\_ (8) The prototype includes an appropriate 3D animated player character model (even if first-person). This character shall have no fewer than 3 animations/states.

\_\_\_ (6) The game shall have an appropriately modeled environment, which shall include an appropriate skybox if outdoors.

\_\_\_ (5) The prototype shall start in a menu system that shall have at a minimum selections for playing, credits, and instructions.

\_\_\_ (4) The Core Game Mechanic of the larger game idea shall be captured in the prototype and be consistent with the game.

\_\_\_ (4) The prototype shall include at least two elements that are controlled by physics equations or rigid bodies.

\_\_\_ (4) The prototype shall include at least one AI entity and is implemented as an FSM, HFSM, or as a more advanced Ai technique.

\_\_\_ (5) The prototype shall include appropriate sound effects consistent with the theme and genre.

\_\_\_ (4) The prototype shall include an appropriate background soundtrack during gameplay.

\_\_\_ (3) Color theory shall be used for all color selections.

Grade: \_\_\_\_\_ of 50

***Documentation Requirements:***

\_\_\_ (5) A complete Game Design Document for the full game envisioned (not just the prototype).

\_\_\_ (3) All original code shall be well documented.

\_\_\_ (2) Code shall be modular! Everything shall NOT be in Update/FixedUpdate() or a single file.

Grade: \_\_\_\_\_ of 10

***Core Game Elements:***

\_\_\_ (7) The designed game shall have a complete, clear, and concise set of rules documented (GDD)

\_\_\_ (5) The designed game shall have a clear set of outcomes documented (GDD)

\_\_\_ (5) The designed game shall have a well-defined strategy space with examples documented (GDD)

\_\_\_ (4) The game flow should challenge the player by increasing in difficulty as the player gains skill even in the prototype game

\_\_\_ (4) The game prototype should provide a reasonably good play experience.

Grade: \_\_\_\_\_ of 25

***Final Class Presentation:***

\_\_\_ (5) Prepare a 10 minute talk and PowerPoint or PDF presentation about your game

\_\_\_ (5) Discuss your design process

\_\_\_ (3) Discuss and demo your prototype

\_\_\_ (2) Discuss testing

Grade: \_\_\_\_\_ of 15, (-30 for not presenting)

***Bonus:***

\_\_\_ (3) Menu item for meaningful game configurations

\_\_\_ (5) Extra effort on art assets

\_\_\_ (10) Completeness / Polish

\_\_\_ (10) OPEN:

Total Bonus: \_\_\_\_\_

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Scores:

Core Technical Components \_\_\_\_\_ / 50

Documentation Requirements \_\_\_\_\_ / 10

Core Game Elements \_\_\_\_\_ / 25

Class Presentation \_\_\_\_\_ / 15

\_\_\_\_\_ Subtotal

Bonus \_\_\_\_\_

\_\_\_\_\_ Grade