COMP 376: Introduction to Game Development
Team Project Guidelines (Fall 2021)

Aim of the Team Project:

The aim of this team project is to develop a video game of reasonable size and complexity as a team effort, employing the design principles and techniques discussed in the course. This team project is designed to give you experience in various stages of the game development process, and with typical issues as well as trade-offs in game design, implementation and testing. You are free to choose the genre, gameplay, game features, etc. in your game. In particular, you may implement either a 2D, 2.5D, or 3D game. For your game you must use the Unity framework provided in the lab.

Proposal-Related Submissions:

The game proposal is due during week 5 (October 4th) and has to be submitted online using Moodle. Template for the game proposal has been made available on Moodle. A brief presentation of your proposal (more details will be posted on the course webpage) will be scheduled during class in week 5. A schedule will be posted on the course webpage. Since each one of you has to critique two other team projects (due on the following class), you will be required to submit your presentation (PPT, PDF, etc.) on Moodle immediately after class in week 5. Your team's presentation will be posted on the course webpage to be available to those students critiquing it. For the critiques, a template MS Word file will be posted on the course webpage. The critiques are to be submitted (as the MS Word file or PDF) in the following week. Other later project submissions include progress presentation, critiques on assigned other teams, final game design document(s), final project code submission, minutes of project team meetings, and a filled peer evaluation form from each team member. Additional information on submission of these components will be provided in the following weeks.

Late Penalty

Late proposals will be accepted for up to 2 days after the due date. Late penalty is 40% of the available marks per day.

Team Effort

Your game development is expected to be a team effort (5 to 7 members). All team members are expected to contribute equally throughout the project period. Same mark will be assigned to each member of the team, unless the peer evaluation indicates disproportionate efforts. Details on the peer evaluation will be put on the course webpage later.

The Game Proposal

The proposal is intended to give us sufficient information to provide some early feedback on the scope and content of your game before you are too committed to your initial ideas. The proposal is to be provided in format previously discussed in class (particularly in Class 2) and as per the MS Word template provided on the course webpage.

The Team

Every team member should be a Gameplay Programmer, and some members may decide to take a secondary role (lead programmer, lead designer, project manager, source control expert, QA tester, documentation, graphic designer, musician, sound effects, …). List the secondary role of each member in the Game Proposal Presentation.

Meeting Minutes

It is assumed that your team will meet frequently during the course of this game development, starting right from brain storming sessions. For every meeting, you are expected to maintain brief minutes. The meeting minutes are intended to be relatively informal. Include who was present, what was discussed, what progress had been presented, and what was hoped to be accomplished from there. When the minutes for the whole project are assembled, it should reasonably document your progress throughout your project. The minutes from each meeting should be kept separate and documented with a title on the start page as "Meeting # dated dd/mm/yy", so it is easy to tell what went on as the project progressed. This document (to be submitted as part of the final submission) should consist of minutes of all the team meetings from the start of the team project.

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Mark Breakdown for Final Team Project

Type of Game	2D Games	3D Games
Proposal	5	5
Progress	8	8
SubTotal	**13**	**13**
Game Mechanics	20	20
Game Balance	15	15
Aesthetics	10	10
Asset Creation	10	15
Programming	10	10
Innovative Features	20	15
Documentation	15	15
SubTotal	**100**	**100**
Final Total	35	35

The above is the breakdown of marks for the Final Project. The marking is slightly different for 2D and 3D games as indicated due to additional challenges when working in 3D.

There are 6 marks total for Proposal/Progress reports and 29 marks total for rest. i.e., the maximum possible mark for the project is (5 + 8)*(6/13) + (100)*(29/100) = 35

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Team Project Peer Evaluation

Your Name: _____

(ID): _____

Group Number: _____

Project Title: _____

Please evaluate other members in your project team on each of the following four criteria on a scale of 0-25. *Do not include yourself.* If you do not submit this form, then all your team members will automatically be given a total of 100 (i.e., the default is that everyone contributed equally).

	Time commitment	Cooperation with others	Share of workload	Quality of work	Total
Name, Team Member 1					
Name, Team Member 2					
Name, Team Member 3					
Name, Team Member 4					
Name, Team Member 5					
Name, Team Member 6					
Name, Team Member 7					