

Video game Design and Programming

Project Delivery Checklist 2019/2020

This is the checklist for the submission of the final version of the game your team developed.

Deadlines

Project submission: February 24, 2019 @ 2359

Project Publication

As anticipated at the beginning of the course all the games developed will be published on the course itch.io page.

Project Submission

The project submission must provide all the information needed to publish the game on the online app stores and the final source. The final submission must be provided as (a link to) a zip file containing a directory with all the material specified in the checklist.

Note that at the beginning your game should display

- your team splash screen
- the Polimi Game Collective splash screen provided in the git repository and demoed during the first lecture
- the splash screens of other collaborators (e.g., Mentezero, Conservatorio di Milano, etc.)

The credit section should display all the contributors to the project - even those who contributed just a little 😊 - and also the sentence “Developed for the Video game Design and Programming course of the Politecnico di Milano” optionally you can add in very small font “Prof. Pier Luca Lanzi, Dr. Daniele Loiacono” but the mandatory and important part is the name of the course and the Politecnico di Milano 😊

Submission checklist

The project submission must provide all the information needed to publish the game on the online app stores and the final source. This is a list of elements required in the final submission.

- ☐ Title: the final name of the video game to be used on the app stores
- ☐ Short description: up to 80 chars to describe what your game is all about.
- ☐ Full description: up to 4000 chars to describe your game in the app store.
- ☐ A 630x500 image to be used as the icon on intch.io. It must be provided in an editable format (PSD, AI, xcf, etc.)
- ☐ 7 screenshots of the game in 16:9 screen proportion with a resolution of at least 1920x1080
- ☐ 7 screenshots of the game in 4:3 screen proportion (only if you plan an iPad distribution) with a resolution of 2048x1536
- ☐ Trailer: it should be appealing 😊 and 1-1:30 minutes long (in mp4 format).
- ☐ Gameplay video: it should be around 3-5 minutes long and must show actual gameplay. You can either use any screen capture software or record people playing as the people of space team did. While the trailer is an advertisement of your game and can be abstract, the game play video shows actual mechanics at work (in mp4 format).
- ☐ Project source including all the assets (music, sound effects, graphics) and all the sources of the assets when available (PSD, AI, xcf, fbx, etc.)
- ☐ Executable for the main desktop platforms. I am planning to distribute the game on all the available platforms but if you are distributing the project on desktop machines you are required to provide executables for the main platforms Win, Linux and Mac – the last one only if you have a mac available! 😊 All executables should be built as FullHD (1920x1080) and/or iPad HD (2048x1536)

Project Submission Structure

The project submission must provide all the information needed to publish the game on the online app stores and the final source. The final submission must be provided as (a link to) a zip file containing a directory with all the material specified in the checklist organized as the example zip file available at

<http://www.polimigamecollective.org/files/MyProjectSubmission.zip>