

CSCI 3827 – Project Description

Overview:

Each group will design and develop a game. Groups should ideally be composed of 3 people. The game must be playable. A good playable small game is better than a bad big game.

- Your game should be playable for about 5 minutes × number of members.
- You should build some of the models/assets yourself.
- You should be able to submit your game using Brightspace.

Grading Scheme:

Project Proposal	10%	4%
Weekly Update Report (Six Reports)	12%	4.8%
In Class Presentation	10%	4%
Peer Review & Play Testing	10%	4%
Final Project Document	20%	8%
Final Project	38%	15.2%
Total	100%	Final Grade 40%

Due Dates:

Project Proposal: Feb 8

Weekly Update Report: Every Thursday

(Feb 15, Feb 22, Feb 29, Mar 7, Mar 14, and Mar 21)

In Class Presentation: Mar 26, and Mar 28 (tentatively)

Peer Review & Play Testing: Apr 2 (tentatively)

Final Project Document: Apr 8

Final Project: Apr 8

Note: No late submission is accepted.

Only one submission per group will be allowed.

Project Proposal [10]

Each group needs to submit a document (2-4 pages excluding the title page) to introduce their members and develop a game concept and plan its design and implementation. The document consists of the following parts:

- **Group Members [1]**

Include the name, A#, email address, and the lab session of the members. Also, select one person as the leader who is responsible for submitting your work and one-to-one discussion with the instructor.

- **Tentative Schedule [1]**

Provide a tentative schedule for your game development.

- **High Concept Document [8]**

A high concept document is primarily a sales tool, although you can write one for yourself as well, just as a way of keeping a record of ideas you've had. Think of it as a résumé for a video game. The point of a résumé is to quickly convey a job applicant's qualifications and try to get him an interview with the hiring manager. The point of a high concept document is to try to get a meeting with a producer, the chance to "pitch" the game. It should communicate rapidly and clearly the idea of the game—to whet their appetite and make them want to hear more about it. It doesn't matter that you haven't thought through all the details. You'll almost certainly end up changing several of the features during development anyway. The real point is to convey how much fun the game is going to be.

A high concept document should be two to four pages long and should take no more than 10 minutes to read. The longer it is, the less likely it is that the producer will finish reading it. It shouldn't have a title page; the title and your name appear at the top of the first page, and the text begins immediately. Its most important material must appear on the first page.

You can find the template on Brightspace.

Hand in:

Submit the document using Brightspace.

Weekly Reports [12]

Every Tuesday you need to submit a report (1-2 page(s)) on your progress and timeline. The report should explain the tasks done by each member separately.

Here is an example of the report format.

Name	What were you supposed to do?	
	What have you done?	
	What will you do for the next week?	
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	What have you done?	
	What will you do for the next week?	

Hand in:

Submit the reports using Brightspace.

In Class Presentation [10]

Present your project to the class. Each group is allocated 10-15 minutes to present plus 5 minutes for questions (time permitting). The exact format of your presentation is up to you. But, you might include a demo, a discussion of your core mechanics design choices, level designs, unique game features, technical challenges you encountered, artistic aspects, assets, management issues and future work, etc.

Hand in:

Submit the slides using Brightspace.

Peer Review [5]

Each group will need to review other groups' game (at least 2 groups) and give them feedback and they will also get feedback from other groups (at least 2 groups). A template will be provided on the scheduled date to be used for this purpose.

Hand in:

Submit the forms using Brightspace.

Play Testing [5]

Playtesting is finding problems from the user's perspective. Each group will playtest their own game and writes a report on the experience. A template will be provided for this purpose.

Hand in:

Submit the form using Brightspace.

Final Project Document [20]

The final project document (10-12 pages) should be a formal document that describes your game and your project. The document consists of the following parts:

- **The Design Document [15]**

The Design document (8-10 pages) is a fairly detailed plan from which you could build the game. Your design document can include sketches and level designs. A template will be provided for the design document.

- **Final Report [5]**

The final report is the last update report that you write on your progress and work. You should include a page like the weekly report in your document.

Other things to include in the final report are:

- Technical challenges and highlights
- Artistic aspects and assets creation
- Management issues
- Future work
- References
- Lesson learned

Hand in:

Submit the document using Brightspace.

Final Project [38]

Submit a build version of your game and your entire game project directory, including all scripts and assets.

Hand in:

Please zip up the Assets folder, ProjectSettings, and Packages (+ readme.txt) and submit using Brightspace.

Please zip up the build folder and submit using Brightspace.