

Hong Kong Institute of Vocational Education**Discipline of Information Technology****HD in Game Software Development****Final Year Project – Systems Development and Administration (ITP4913M)****Interim Report**

The interim report must be submitted to **Moodle** by **88 Jan 2021, 23:55:16:00**.

The oral presentation will be scheduled on 11 – 13 – 14 Jan 2021 (detail will be announced via moodle)

Please refer to the following guidelines for writing the Interim Report.

Guidelines for Writing the Interim Report

You are expected to look in sufficient detail at the project to be able to plan your work. This will involve preliminary work on the analysis of the problem and even some outlines of the designs. The structure and contents of the interim report should include:

Cover Page (see the sample given)

Abstract: brief description of the objectives of the project (about half page)

Table of Content (state page number clearly)

Table of Figures (optional)

Introduction:

State the goals of the game

Brief game description, game genre, scope of the game... etc

Target Players

Compare your proposed game with other existing games

Pros and cons of your design

Document Structure**Game Design*****List of the basic constraints and requirements***

For example: To be finished in 8 months, 3-tiers architecture (client-server-database) is needed, currently available technologies (e.g. AR, VR) and resources... etc.

Design Thinking – Empathize

Describe the user experience on similar games in the market

Design Thinking – Define

What elements could make your game more enjoyable?

List the reframe the needs and insight

Design Thinking – Ideate* (explain more on how the best proposal is chosen)

Concentrate on idea generation (divergent thinking)

List all the ideas

Evaluate** different proposals (convergent thinking)

How the best proposal is chosen

Game Overview

Story background

Play modes

System Architecture (Clients, Server and Database connections in your system)

Game World

Game Environment

Level Design (if any)

Maps Design (if any)

Characters (if any)

included Player character(s), Non-player characters – NPC

Character attributes, abilities... etc.

Skills

Objects

Interactive world elements

Key Items

Inventory Items

Gameplay Description

How players interact with the game and other players in the game

User Interface Design

Control

* Students are encouraged to have **open-minded collaboration** to come up as many ideas as possible during the Ideate Stage.

** Enough feasibility studies should have done for different proposals.

Software Design (not optional in Interim report)*Use Case Diagram, Class Diagrams, Sequence Diagrams**Database Design...etc***Hardware and Software Requirements***Such as software libraries, game engine... etc.***Technical Considerations***Performance requirements...etc.***Project Plan*****Schedule****gant chart specifically for your project**state milestone clearly****Milestone description*****References***Such as documents, websites, software libraries, models, audio...etc***Appendices*****Workload Distribution******Budget Estimation******Log Sheets (see the sample given)... etc.******(Some abandoned designs that you wanted to show may put here too)***

You may need to adjust the above report structure to suit for your own need.

You are suggested to submit a draft *one week before the deadline* to your supervisor. Your supervisor will look through it and comment constructively in a general way on the draft, but will not give specific guidance or attempt to grade it. You should incorporate this advice into the final version of the report.

Oral Presentation and Prototype Demonstration

Each project group is assigned a 40-minute time slot for presentation and prototype demonstration.

The presentation should take no more than 15 minutes and cover no more than 20 slides which may include project objective, problem background, functions provided, some high-level analysis and design diagrams (e.g. system architecture diagram, use case diagram, class diagram,), project schedule and summary of progress etc.

After the presentation each student will have 4-5 minutes to demonstrate his/her prototype implementation. You should set up and configure your system properly before the presentation.

The presentation and demonstration must be conducted in English and formal dressing is required.

Staff will consider each of the following points equally in awarding mark:

- Selection of material.
- Preparation.
- Presentation/handling questions.

Requirements of Interim prototype demonstration

The purpose of the interim prototype demonstration is to show the project progress and students' abilities to complete the project.

The demonstration should include

- successful use of core technologies required in the project (e.g. the web client of a 3-tier internet business application should be able to connect to the web server and the database server.)
- implementation of critical/major functions (e.g. the prototype of a mobile surveillance system should be able to show the video/images from the remote cameras)
- UI design (usability, visual and navigation organization etc.). Graphical elements and visual appeal are not important at this stage.

Important Notes:

- **Group Leader is responsible to submit the Report on behalf of the group, i.e. only one submission is needed for each group**
- **You are required to hand-in one zip file named with your Group ID**
- **The Directory Structure of the Zip file is:**
 - Report (which may included also log sheets and appendix documents)
 - Software (the programs that you wrote (if any), models that you created, and libraries you used)
- **Soft copy should be submitted to moodle on or before 7 Jan 16:00**