Hong Kong Institute of Vocational Education

Discipline of Information Technology

HD in Game Software Development

Final Year Project – Systems Development and Administration (ITP4913M)

Initial Report

The initial report must be submitted to Moodle by 13 Nov 2020, 09:00.

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

Guidelines for Writing the Initial 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 initial 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 (detail of the Game Design chosen in the proposal)

  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* (focus more on how the candidate(s) is/are chosen)

Concentrate on idea generation (divergent thinking)
List all the ideas
Evaluate** different proposals (convergent thinking)
Select the candidate(s)

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

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*   Students are encouraged to have **open-minded collaboration** to come up as many ideas as possible during the Ideate Stage.
**   Do NOT ban difficult, yet innovative proposals too soon, **courage** from team members are essential, students are encouraged to carry on even if there are constraints or obstacles.

Software Design <mark>(optional in initial report, but required in interim report)</mark>

> *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 (from Sept 20 – May 21)*
>
> > gantt chart specifically for your project
> >
> > state milestone clearly
>
> *Milestone description*
>
> *Action Plan for (the Prototype for candidate(s))*
>
> > *Action Plan (what you are going to implement in the prototype(s))*
> >
> > *Feedback (what feedback you want to get from the prototype testing***)*

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)*

*** Feedback from prototype testing helps to improve the product better, try to shorten the prototype development, the sooner the feedback obtained, the faster the project succeed.

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

Because it is an early report and will affect the whole direction of the project, it is essential to get it right. For this reason, you must submit a draft *one week before the deadline*. 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.

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)