CIS 350 – (Team) Project #2 – **Due Sunday 10/2 before 11:55pm**

Your team's next big goal is still to create a playable arcade-style mini-game with Unity and C# that you can test at the in-class playtesting scheduled for October 3rd.

It does not need to be perfect or feature-complete, but it does need to meet the main requirements for what counts as a playable mini-game:

Main Requirements for a Playable Mini-Game

1. Tutorial elements that teach the player what controls to use (do **not** assume players know WASD=move or use the mouse to look, but use those standard controls if they make sense for your game)
2. A challenging goal is clearly communicated to the player
3. Achieving the goal of the game has a medium level of difficulty – neither too hard nor too easy (or the game has difficulty settings the player can choose or uses dynamic difficulty adjustment)
4. The game has success and failure conditions, meaning the player can win or lose each time they try.
5. Feedback about whether the player succeeded or failed each try is clearly communicated
6. There is a game loop, meaning the player has the ability to retry or reload the scene without closing and re-opening the game or pressing the Play button in the Unity Editor

Continue with the design objective or theme you chose for Project 1.

1) Design objective or theme your team chose:

   Deliverable: State the design objective or theme your team chose for this project.

2) Only include your brief game design document or project plan **if you have made changes and want them reviewed for feedback**, otherwise **you do not need to include them** this time. Use them both to guide the project, and make changes to them as a group as needed.

   You will need to submit both of these at the end of the semester, so keep them updated if they need to be changed.

3) **Sprint Planning:** Use your overall Project Plan as a backlog or list of tasks that need to be done. Then each team member chooses the tasks they will take on for that week.

   Even though each team member has their own chunk of work they are agreeing to finish, you will need to work together to help each other finish the work, teach each other, and guide each other as needed. All team projects have a shared grade, so each team member is responsible for the success of the project.

Deliverable: Each Monday for the three weeks of Project 2, list of each team member's name followed by the tasks they have agreed to get done for that week. Label the section Sprint Planning.

E.g. Sally: Build the underwater level. Mark: Get the feedback sound effects and script them to play when the player walks into the trigger. Be sure to create a list like this for each team member, at the beginning of each week.

4) **Sprint Retrospective:** Each Monday, reflect on how the previous week went. Each team member can briefly report how it went getting their part of the work done. If there were obstacles, discuss them and how they were overcome or could be overcome.

Deliverable: Each Monday for the three weeks of Project 2, list all team members followed by either "Done" or "Not done yet" and a brief explanation. Label the section Sprint Retrospective.

5) **List of Improvements and Last Bug Fixes To Make Before Playtesting:**

- If there are known improvements or bugs to fix you plan to make before the playtesting on October 3rd, list each fix you plan to make before playtesting.
- Put the name of the team member responsible for each fix or improvement.
- Then put a deadline before October 3rd on each fix or improvement.

It is fine if this is duplicated (copied) both here and in your sprint planning. If there are no changes that need to be made before playtesting on October 3rd, you can write that no changes are required before playtesting. (Be sure to check the requirements for your game prototype below are met.)

Deliverable: a list of any improvements or bug fixes planned before playtesting with the team member assigned to make those changes and the deadline for each fix. Be sure each deadline for each improvement or bug fix is on or before when this project step is due. If no changes are required before playtesting, write that no changes are required before playtesting.

6) **Latest Version of Your Arcade-Style Mini-Game:** I want to see your mini-game.
I expect your mini-game to be playable enough to test the main game mechanic of the game with your classmates when this is due. Be sure your mini-game meets the requirements listed at the top of this document.

Remember:
- The main goal of the mini-game needs to be clear,
- the main task(s) players will do to achieve the goal need to be clear and doable in the game, and
- the main feedback the player will receive about their progress toward the goal needs to be clear.
- It is okay if it is not feature-complete, and it is okay if there is more variety to add.

It is a good idea to show me your mini-game prototype in class to be sure your core game mechanic and core game loop are complete enough for playtesting.

Create a GitHub repo, get the .gitignore file under Modules on Canvas, commit and push the .gitignore file to your repo, then add your Unity project folder to the repo. Build your game to WebGL and post it on Simmer.io (or itch.io if you prefer)

Deliverable: one URL web address linking to your project repository on GitHub and one URL to your game on Simmer.io or similar website. Include a note with the path to the starting scene in your unity project assets.

I will take off points if you do not use a .gitignore file. So please remember that step.

7) **Intended Experience or Desired Outcomes:**
   Revise your list of emotions you want players to feel when they play your game or other desired outcomes.

   Be sure your intended experience or desired outcomes includes at least one bullet point directly addressing your team's theme or design objective.

   Be sure to show your team's list to your instructor for feedback during class time and revise it as needed. If you receive feedback on this list from Project 1, be sure to revise it as needed.

   Deliverable: a revised bullet-point list of about 3-7 emotions or feelings other than enjoyment or optimal challenge you want players to feel when they play your game.

   If your design goal goes beyond an emotional experience, instead revise your list of 3-7 player thoughts, feelings, knowledge, beliefs, or behavior other than enjoyment or optimal challenge that you want your game to have an impact on.

8) **Playtesting Questionnaire:**

   After playing your game, you will ask your playtest participants to fill out a short survey or questionnaire.

   Go to https://docs.google.com/forms/d/1RvKMhngt8DuEcoV5GCo57Wxi6IvkcTrnepD_WgB3_Og/edit?usp=sharing and **make a copy** of this form. Use this copy as a starting template to create your team's questionnaire.

   <u>**Leave the questions that are there exactly as written**</u>, and then write **one Likert-scale question** (from Strongly Disagree to Strongly Agree) and **one open-ended question to measure each of**

the intended emotions or **desired outcomes you listed for part 7) above**. Follow the format of the questions already in the questionnaire.

Use simple and direct language to ask about how much they experienced each of the intended emotions or desired outcomes you listed for part 7 above. Be specific about the experience. Then ask an open-ended follow-up question about what it was in the game that led to that experience.

For example, if the desired experience was fear of impending doom, you could add these two questions:

While playing this game, I felt a fear of impending doom.

○ Strongly Disagree

○ Disagree

○ Neutral

○ Agree

○ Strongly Agree

What (if anything) in the game made you feel a fear of impending doom?

Long answer text

It is a good idea to show me your questionnaire questions in class to be sure your questions are well-written. Be sure to **keep the questions in the starting file in your questionnaire** – don't delete any of those questions, just add your questions to the end of it.

Deliverable: a link to your team's questionnaire on Google Forms, including all of the questions in the starting template above exactly as written and one Likert-scale question and one open-ended question to measure **each** of the intended emotions or desired outcomes you listed for part 7) above. Be sure to put your team name on the questionnaire.

Submit the deliverables listed above (for steps 2-8) as a <u>**single**</u> .docx or .pdf document on Canvas under Assignments before it is due.