

If you are working on a team, the expectations are different, however, your team needs to produce a product, documentation, etc.

<p><b>Game Story</b> (you should have this completed)</p> <p><b>Two types of game stories:</b></p> <ol style="list-style-type: none"> <li>Contextual <ol style="list-style-type: none"> <li>This is where you would have avatars in a world, world would have to be described</li> <li>Describe market (this might be additional to what you have done)</li> </ol> </li> <li>Non-contextual <ol style="list-style-type: none"> <li>Game like pong or an educational game, like an arithmetic teaching game</li> <li>In this case you would describe the purpose of the: <ol style="list-style-type: none"> <li>Game</li> <li>Market</li> </ol> </li> </ol> </li> </ol>	<table> <tr> <th>Max Points</th><th>Item description</th></tr> <tr> <td colspan="2"><b>Contextual</b></td></tr> <tr> <td>100</td><td>Avatars (at least one good guy and one bad guy)</td></tr> <tr> <td>100</td><td>World description</td></tr> <tr> <td colspan="2"><b>Non-Contextual: For Fun</b></td></tr> <tr> <td>100</td><td>General description of game: What the game does</td></tr> <tr> <td>100</td><td>Describe the play pieces (or BETTER use existing art)</td></tr> <tr> <td colspan="2"><b>Non-Contextual: Learning</b></td></tr> <tr> <td>100</td><td>General description of game: What the game does</td></tr> <tr> <td>100</td><td>Expected learning outcomes</td></tr> <tr> <td colspan="2"><b>All</b></td></tr> <tr> <td>100</td><td>Scoring considerations</td></tr> <tr> <td>100</td><td>Levels</td></tr> <tr> <td>100</td><td>Power ups</td></tr> <tr> <td>100</td><td>Market description</td></tr> </table>	Max Points	Item description	<b>Contextual</b>		100	Avatars (at least one good guy and one bad guy)	100	World description	<b>Non-Contextual: For Fun</b>		100	General description of game: What the game does	100	Describe the play pieces (or BETTER use existing art)	<b>Non-Contextual: Learning</b>		100	General description of game: What the game does	100	Expected learning outcomes	<b>All</b>		100	Scoring considerations	100	Levels	100	Power ups	100	Market description
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<p><b>Project List</b></p> <ol style="list-style-type: none"> <li>Create a punch list of the things you will need to do to complete your game and get it to market.</li> <li>Price your work</li> <li>Determine labor hours required to do the job</li> </ol>	<table> <tr> <th>Max Points</th><th>Item description</th></tr> <tr> <td>100</td><td>Completeness of list (that is: does it appear that you thought out the problem and timeframe requirement)</td></tr> <tr> <td>500</td><td>Pricing, did you set up a reasonable model, Excel or a spreadsheet of any type is fine, but Project or Prima Vera is much better.</td></tr> <tr> <td>500</td><td>Labor, do you understand how long it takes to do things. If your pricing model is good, then you can make stupid guesses on labor. Bad pricing model means you have to be smarter on labor costs.</td></tr> </table>	Max Points	Item description	100	Completeness of list (that is: does it appear that you thought out the problem and timeframe requirement)	500	Pricing, did you set up a reasonable model, Excel or a spreadsheet of any type is fine, but Project or Prima Vera is much better.	500	Labor, do you understand how long it takes to do things. If your pricing model is good, then you can make stupid guesses on labor. Bad pricing model means you have to be smarter on labor costs.																						
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<p><b>Marketing (should flow from the Game Story):</b></p> <ol style="list-style-type: none"> <li>Create a web presence</li> <li>Create a poster (8.5 by 11)</li> <li>Demo Reel, which can save your grade</li> <li>Market Computer Science (this is your customer, and they pay the bills)</li> </ol>	<table> <tr> <th>Max Points</th><th>Item description</th></tr> <tr> <td>300</td><td>Did you create a blog or web site to advertise your game and to build community? There are free web sites out there, if you want to try one, let me know.</td></tr> <tr> <td>200</td><td>Did you create a poster and post it on the various sites around campus, did it market Computer Science?</td></tr> <tr> <td>1000</td><td>Does your game market Computer Science somehow? Be creative.</td></tr> </table>	Max Points	Item description	300	Did you create a blog or web site to advertise your game and to build community? There are free web sites out there, if you want to try one, let me know.	200	Did you create a poster and post it on the various sites around campus, did it market Computer Science?	1000	Does your game market Computer Science somehow? Be creative.																						
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## Product

Create a game or use one of the pre-built games, make modifications to the game

- Scoring varies on this one.
- The score is and OR statement you either:
  - submit a game that you built from scratch, or—
  - you modify an existing game
- Did you satisfy the customer, that is: did you include marketing for Computer Science in your game?

Scoring if you create a game from scratch, check with me, you can use existing code (note: Artistic effort not included, you have enough problems just getting it to work):

Max Score	Item description
100	Do you have scoring?
100	Coding, style, professionalism, reusability
100	Do you have levels (at least 2 levels)
50	Do you have a bounding box
50	Do you have a camera
100	Do you have power ups
100	Playability survey
200	Quality considerations
200	Test plan

If you start with an existing but do extensive modifications, IGP is an example of this

Max Score	Item description
200	Overall project effort (including artistic effort) this is the “trick”
100	Coding, style, professionalism, reusability
100	Appearance
100	Playability Survey
250	Quality considerations
250	Test Plan

If you start with an existing and modify the maps, add a database, change graphics (this is the moddie situation as well)

Max Score	Item description
100	Overall project effort
100	Appearance
100	Coding, style, professionalism, reusability
100	Playability Survey
100	Did you use a database (this is the trick)
250	Quality considerations
250	Test plan