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Project: Game Jam Game

Logout ⓘ **(https://it.colostate.edu/single-sign-on/)**

Start Assignment

- Due May 16 by 11:59pm
- Points 200
- Submitting a text entry box or a file upload
- Available until May 16 at 11:59pm

For the final submission you will need to **upload a .zip archive with a folder containing your Unity project files, a folder with an executable version of your project, and a maximum 1 page discussion on how you interpreted the theme as well as any other relevant notes on how to play (i.e. control scheme). If you worked as a group please include details of who did what in the page discussion**. If you use any assets from the asset store or from other online resources please also provide a list of links to these resources.

Directions

For your final project you will be creating a proof of concept game. This game should be inspired by the theme we collectively voted on earlier in the semester; the interpretation is up to you. You are allowed to use resources found on the Unity asset store and other online resources however you will be expected 🔊 eate your own scripts and assets as well.

To Turn In

Once you have completed your game you will need to write a **readme file**. This must be a **plain text file (.txt)** and should include a **link to your project Git Hub repo** (*this must be made public in order for me to access it!*) In this readme file, you must also include a **link to a video demo of your project** (*it is recommended that this is a youtube video, unlisted if you want, and must use screen capture software, such as* **Open Broadcast Software (OBS)** ↪ *(https://obsproject.com/)*). This demo video should show your game running while you explain what you did, what struggles you had, and what you are proud of. Aim for a 2-3 minute demo.

Additionally, include a **maximum 1 page discussion on how you interpreted the theme as well as any other relevant notes on how to play (i.e. control scheme) and links to any assets you used for developing your game** in your readme file. **If you worked as a group please include details of who did what in the page discussion.**

You will also need to export your game as a **windows executable file (.exe)**, keep in mind that *the executable build you produce in Unity will not work unless you include the associated resource files!*

You then need to put the readme file and windows executable into a .zip archive and upload it here.

For full points you need:

1. A readme file with:
   - A public link to your project Git Hub repo
   - A link to a demo video of your project
   - A maximum 1 page discussion on how you interpreted the theme, relevant notes on how to play, and assets used
2. An executable file with all resource files

   - This executable must be a windows .exe file

IMPORTANT NOTES

Videos of your PC screen captured with a phone will not be accepted. This will result in a zero for the video component of this project.

Failure to include the resource files with your exe will result in a zero for the project. Additionally, turning in a different executable file (i.e. Mac App or WebGL files) will result in a zero. If I cannot play your game, I cannot grade your game!

Project: Game Jam Game Rubric 200 Pts (1)

🔊 Criteria	Ratings				Pts
Technical Design How well the digital files are prepared	**80 pts** **Excellent**	**64 pts** **Acceptable**	**50 pts** **Below Expectations**	**40 pts** **Unacceptable**	80 pts
Conceptual Design How well thought out the overall design is	**80 pts** **Excellent**	**64 pts** **Acceptable**	**50 pts** **Below Expectations**	**40 pts** **Unacceptable**	80 pts
Final Product The overall quality of the final product(s)	**40 pts** **Excellent**	**32 pts** **Acceptable**	**25 pts** **Below Expectations**	**20 pts** **Unacceptable**	40 pts
				Total Points: 200	