

Assignment 03: Alpha

Overview

The goal is having an executable that is fully playable with all gameplay bits of your game. The game will be presented to the publisher to be accepted as a *valid Alpha* ready to enter *Gold phase*.

Content

This delivery must include the following working elements from the provided checklist, note that the list also includes tasks from the previous/future assignments for reference:

- Tasks in **light blue** belong to previous assignments.
- Tasks in **black** belong to the current assignment.
- Tasks in *light gray* belong to future assignments.

GENERAL

- ☐ Game resolution: 1280x720px@60fps, support for windowed mode and fullscreen
- ☐ As a reference, the memory usage should be 256 MB (RAM)
- ☐ Include GOD mode (F10): no-damage, fly-around mode, show bounds, visual debug info...
- ☐ Turn-based battle system (`Research: RPG Turn-based Combat`) or Action Combat
- ☐ UI: All controls must support multiple states: NORMAL, HOVER/SELECTED, PRESSED, DISABLED
- ☐ UI: All controls and menus must be animated (`Research: Easing and Splines for UI Animations`)

BUILD

- ☐ GitHub Actions automated builds (`Research: Automated builds CI + CD`)
- ☒ ~~Assets/Resources loaded from one or multiple ZIP files (`Research: Assets ZIP Management`)~~
- ☐ Game installer with custom game icon, executable properties (metadata) (`Research: Installer Creation`)

SCREEN: LOGO

- ❑ Team logo: custom art, avoid plain text
- ❑ AUDIO: Sound FX characteristic for the logo
- ❑ ANIM: Animated logo in/out (`Research: Easing for UI Animations`)

SCREEN: TITLE

- ❑ Game title, custom art, avoid plain text
- ❑ Game SAVE/LOAD state to/from external file
- ❑ AUDIO: Sound FX characteristic for the title appearing
- ❑ AUDIO: Music track specific for the screen
- ❑ ANIM: Title animation with easings (`Research: Easing for UI Animations`)
- ❑ UI: Main game menu (custom font): START - CONTINUE - OPTIONS - EXIT
- ❑ UI: AUDIO: Buttons/controls fx feedback sounds
- ❑ UI: ANIM: Animated menu, responsive, visual feedback... (`Research: Easing and Splines for UI Animations`)

SCREEN: OPTIONS

- ❑ UI: Basic game config options implemented with custom font
- ❑ UI: OPTION: GRAPHICS: Full Screen mode selection
- ❑ UI: OPTION: GRAPHICS: VSync enabled
- ❑ UI: OPTION: AUDIO: Music volume slider
- ❑ UI: OPTION: AUDIO: Fx sounds volume slider
- ❑ UI: OPTION: CONTROLS: Gamepad configuration
- ❑ ANIM: Animated options menu, responsive, visual feedback...
- ❑ AUDIO: Sound feedback for buttons and sliders
- ❑ AUDIO: Music track specific for the screen

GAMEPLAY

- ❑ Implement a TOWN map with at least 3 locations to visit (i.e. House, Tavern, Graveyard...)
- ❑ Implement at least **2 Playable Characters**, available as the base Team Party
- ❑ Implement at least **2 NPC Characters** (town people, wizard, tavern...)
- ❑ Implement at least **4 Dialogs** with branching with NPC characters (`Research: Dialog System`)
- ❑ Implement a DUNGEON map with at least 3 map-puzzles to solve (i.e. Activate level, Move rock, Push button...)
- ❑ Implement at least **6 Types of Items** to collect (i.e. Keys, Fruits, Mana, Magic Orb...)
- ❑ Implement at least **3 Quests** (i.e. speak with some NPC, kill some enemy, find some Item) (`Research: Quests and Missions`)
- ❑ INPUTS: Keyboard/Gamepad inputs supported
- ❑ UI: PAUSE menu available on pause
- ❑ UI: PAUSE menu animated with feedback (custom font)
- ❑ AUDIO: PAUSE menu in/out animation with audio feedback
- ❑ UI: ANIM: Interface elements should be animated with visual feedback

- ❑ UI: AUDIO: Sound feedback for the interface elements (when required)
- ❑ AUDIO: Minimum of 10 fx game sounds implemented
- ❑ AUDIO: Music track specific for the screen
- ❑ AUDIO: Music effects fade-in/fade-out, lower volume on PAUSE

SCREEN: STATS MENU

- ❑ UI: Implement a minimal menu system: ****Characters Stats****, ****Inventory Items**** (`Research: RPG UI Menus, RPG Progression`)
- ❑ UI: Allow basic Items selection and USE (HP/MP items)
- ❑ ANIM: Animated stats menu, responsive, visual feedback...
- ❑ AUDIO: Sound feedback for buttons and other controls

SCREEN: BATTLE

- ❑ Implement at least ****2 Types of Enemies**** (or Boss) with different stats (`Research: RPG Enemies AI`)
- ❑ Implement turn-based combat system, players and enemies should alternate attacks (Alternatively action base combats)
- ❑ UI: Implement a minimal menu to choose next player actions. (`Research: RPG UI Menus`)
- ❑ FX: Implement at least ****5 Particle Systems**** (`Research: Particle System`)
- ❑ ANIM: Animated battle menu, responsive, visual feedback...
- ❑ AUDIO: Sound feedback for menus controls
- ❑ AUDIO: Minimum of 10 fx player/enemies sounds implemented
- ❑ AUDIO: Music track specific for the screen

SCREEN: ENDING

- ❑ Custom background with victory/lose messages (custom font)
- ❑ UI: Minimal menu to CONTINUE or RETURN to TITLE
- ❑ ANIM: In/out animations (easings) for ending messages
- ❑ AUDIO: Sounds for messages and animations
- ❑ AUDIO: Music track specific for the screen

Submission Rules

Date limit for delivering is: **Thursday, May 23th at 23:59.**

Each team **must publish a RELEASE on GitHub** and also upload the **GAME RELEASE** as a **zip** file to the folder “*Vertical Slice*” on the campus website.

WARNING: If more than one file is uploaded, only the last one will be evaluated.

Release folder structure and naming conventions:

```
> Team_Name-Game_Name_v0.2.zip           // Game zipped
    Output                                // Game directory
        Assets                            // Assets directory, it could contain
                                           // multiple sub-dirs and files
                                           // Assets license files must be near
                                           // the asset file
        game_name.exe                     // Main binary for the game (release)
        config.xml                        // Configuration file
        save_game.xml                     // Save game
        Xxx.dll                           // ONLY required DLLs to run the game
    LICENSE                               // Game license file
    README.md                             // Game detailed info
```

WARNING: GitHub release MUST contain detailed information on the current release (new features, improvements...)

Submission **will not** be accepted for grading in case:

- It is not delivered on time
- Build is malformed
 - Delivered files are wrongly named
 - Not compiled in Release mode
 - Includes DEBUG temporal files
 - Includes assets not used in game
- Build is not available in the GitHub Release system
- Game crashes while testing

Once the delivery is accepted, the **grading criteria** is:

- **100% Checklist points:** Evaluation will consider all points completed from the checklist and all the additional gameplay elements and state of polishment.

WARNING: *All team members must be present on the game presentations. Team members not present will be graded “NP”*

WARNING: *In case of a great imbalance in work between team members, teacher can decide to downgrade an individual score.*

About **file naming and code conventions**

Despite not being mandatory, it's **highly recommended** that you **define specific code and file-naming conventions** and **you follow them**, it's the professional way to work. You should include a **CONVENTIONS.md** document on the project GitHub defining those conventions for all project Collaborators and Contributors.

About **game assets** (images, fonts, audio...)

You must **only use legal assets** for this project, that includes:

- Assets **created by you** (you must assign a license, for example [Creative Commons](#))
- Assets with a **free license** (license details must be attached to project)
- Assets **acquired by you** (add original author and reference to the README)

About **external libraries** usage in the project

You could be allowed to use external libraries if required, in case of deciding to include some external library, **ask the teacher first** about it. Also, make sure the library **license is compatible** with your project and you include all required licenses.