GDBS/SVBS MIDTERM PROJECT OVERVIEW

Goal

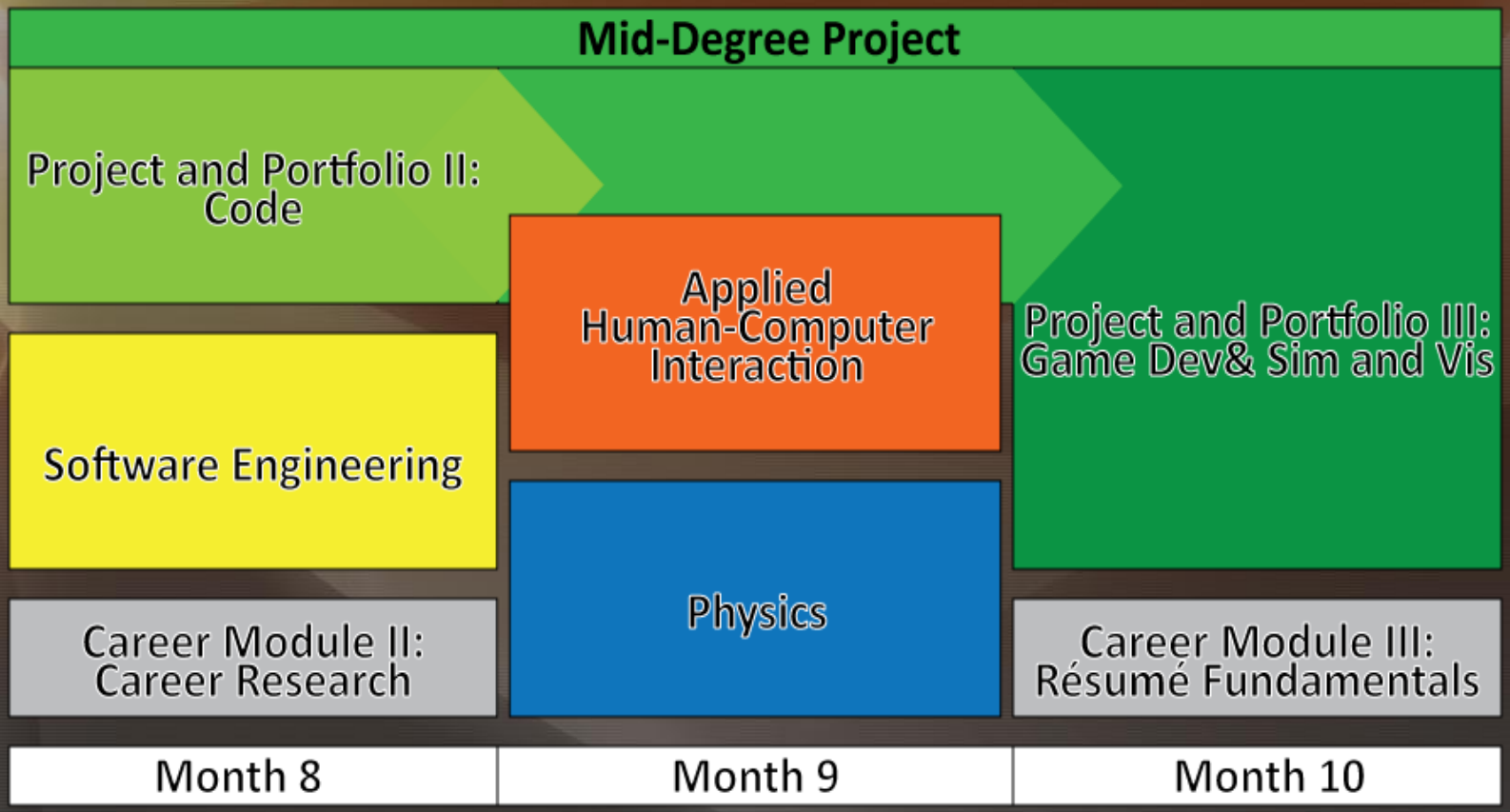
- This course is designed to familiarize students with the **development process** by implementing and completing an actual Project.

Goal

Full Project Process

Overview

- 3 month process



Full Project Process

Overview

PP2 → AHI → PP3

- Prototyping
  - Paper
  - Digital
  - Post mortem
- Pre Production
  - Design Document
  - Product Backlog

- Core Functionality
  - Hook
  - Input
  - Interface
- Applied AHI Topics
  - Nielsen's heuristics
  - Usability
  - UX

- Alpha
  - Full Functionality
  - Example Content
- Beta
  - Content complete
  - Balancing
- Finalizing
  - QA process
  - Presentation

Expectations

Overview

Expectations: Be a developer

- Developing
  - Create tech
  - Create content
  - Create and improve the product for our users.

Overview

Expectations: Team work

- Working with each other
  - Not just during Lecture/Lab
  - Outside of class as well
  - At the beginning of each of the 3 months set a schedule for everyone to work TOGETHER.
    - You will always get more done as a group

Overview

Expectations: Problem Solving

- Problem Solving/Researching
  - Put less importance on knowing things ahead of time. You will never have all the answers.
  - On the job, you learn things just-in-time.
  - You have to be able to figure out solutions on your own.

Overview

Expectations: Communication

- Over the next couple months communication will be a challenge.
  - I will see you 1 or 2 times a week
  - That isn't enough to keep communication open
- Keep in contact with us
  - If something breaks tell us
  - If there are issues with the art team tell us
  - If something awesome changes in the project tell us

Project Policies

Project Policies

Hardware

- Students are 100% responsible for properly maintaining laptops and other required computing media.
- Laptop or application failure will not excuse a student from any work or other responsibilities in this class.

Academic dishonesty

Project Policies

"Projects/Assignments: Students are expected to be honest and produce their own projects/assignments according to the specifications of their Course Director. **They must work solely on their projects/assignments unless otherwise noted by this Course Director.** Work submitted by our students is assumed to be a student's own thoughts, idea, and words. Discovery of the contrary will result in immediate consequences. **For group projects, all students whose names are submitted with the project are responsible for the content and will be subject to disciplinary action should plagiarism be discovered."**

...

"Plagiarism Defined (as in Webster's Dictionary):

1 to steal and pass off the ideas or words of another as one's own

2 use a created production without crediting the source

3 to commit literary theft

4 **present, as new and original, an idea or product derived from an existing source"**

- Student Manual, page 17

Project Policies

Academic dishonesty

- All functionality in the final product must be created during the open production phases of the project (Core – Beta)
  - Any functionality not included in the unity installation must be authored by a student team member
  - Scripts, prefabs, scenes, or other project functionality included
  - This does apply to your own work from previous classes and projects

Project Policies

Academic dishonesty

- Assets
  - You may not use the unity asset store to add functionality to the project
  - Students may use assets authored by non student team members as long as they have legal rights to use the assets.
    - Textures/sprites
    - Audio/sfx/music
    - Models/meshes
    - Animations
  - Any assets used that was not created by a student team member must be have their source credited in the game's credits

Project Policies

Academic dishonesty

- Cooperation
- Students are encouraged to work together to solve problems
  - Peer programming encouraged
  - Whiteboard discussions encouraged
  - Teams helping other teams encouraged

Project Policies

Academic dishonesty

- Student must complete tasks that are assigned to them
  - Tasks can be transferred from one student to another, however producer approval is needed and work must be replaced

Project Policies

Rules every project must follow

- There is a list of rules that all projects must follow
  - GDBS SVBS Midterm Project TRC
  - Details in PP3
  - Things to know in advance
    - Must be at least one single player mode
    - Project will have to eventually support either touch based devices or web player
      - Total memory footprint of the game must be less than 256MB

Tools

Overview

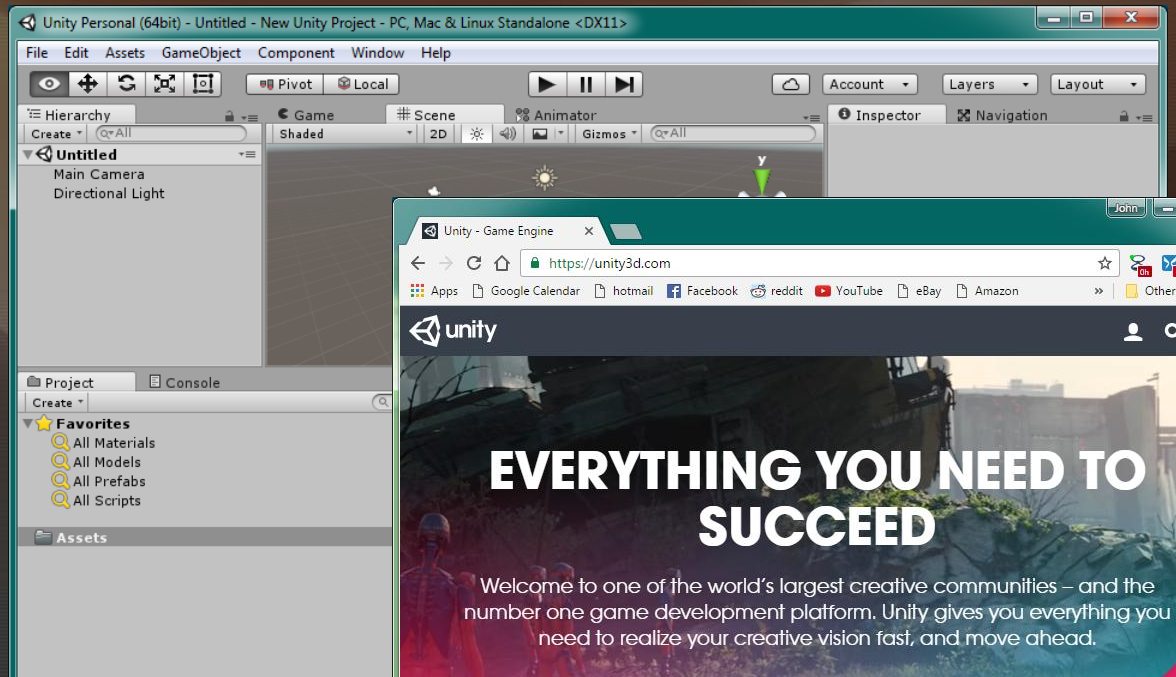
Tools

- Things we will be using throughout the project months
  - Unity
  - Skype
  - Chrome
  - Trello (with plus for trello plugin)
  - TortoiseGit
    - underdog

Unity

Tools

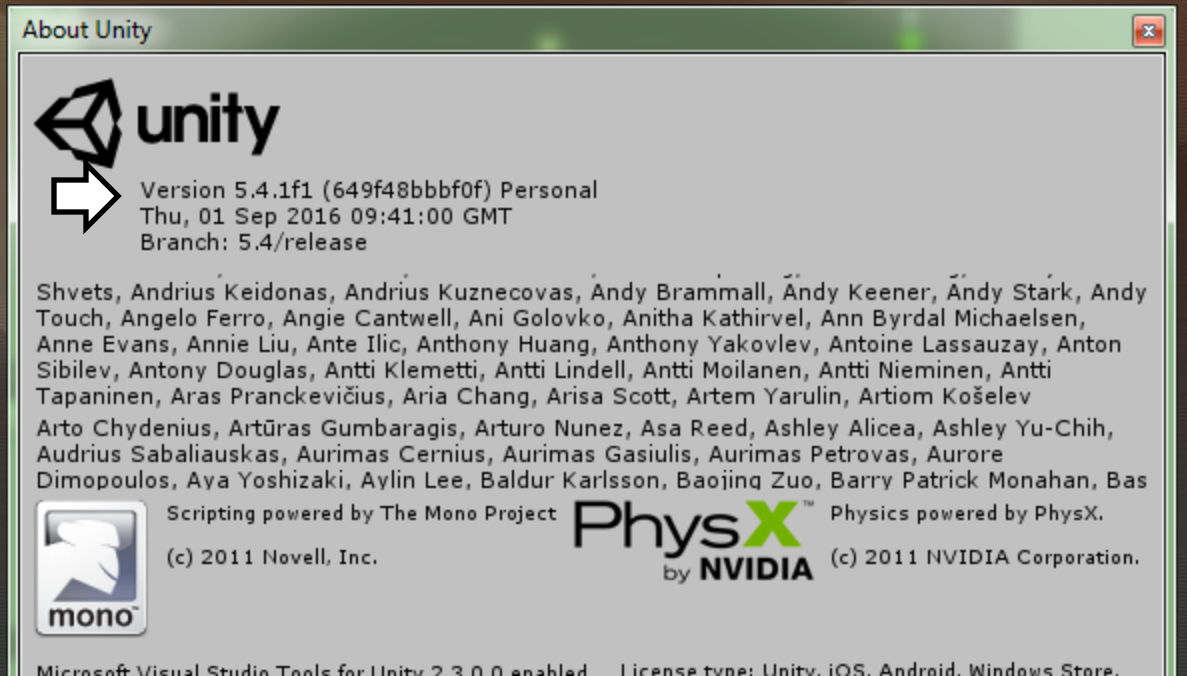
- Our dev environment
- Coding in c#
- unity3d.com



Unity

Tools

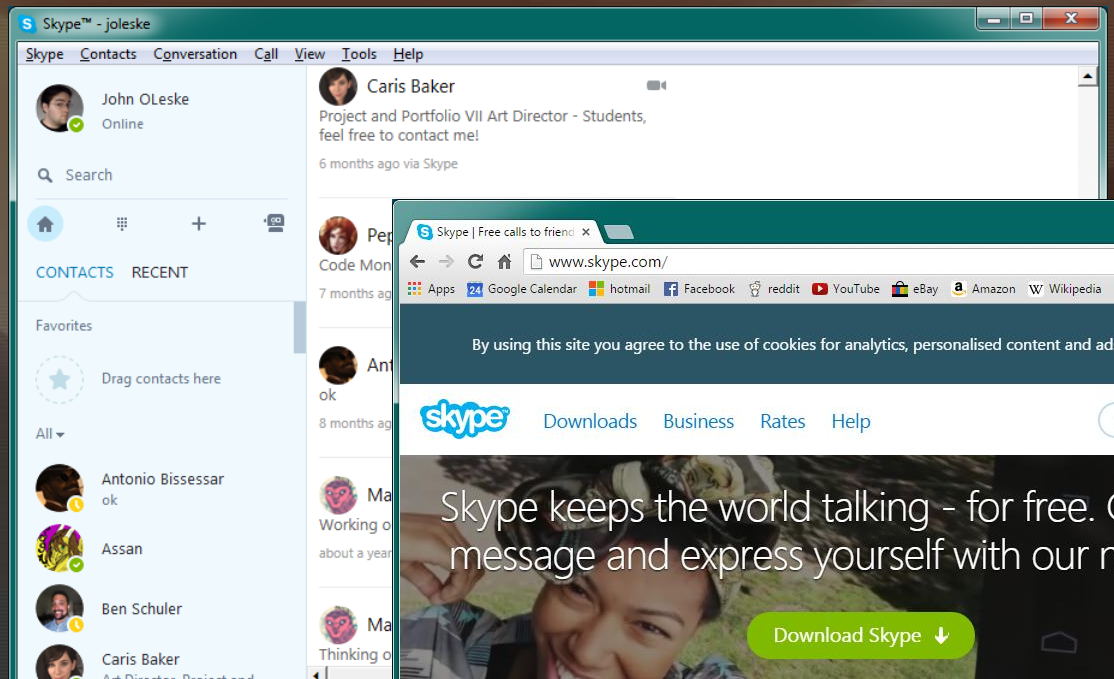
- Make sure everyone is running the same version



Skype

Tools

- Help the team keep communication open while working remotely
- Direct line of communication with CD and APs



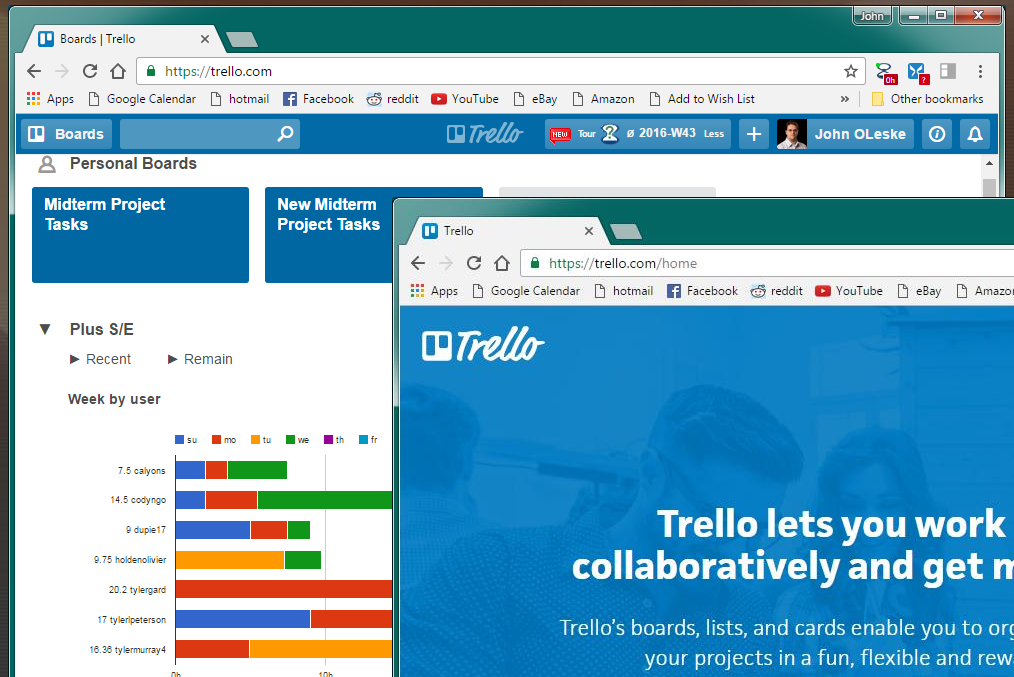
Chrome

- Needed for a plug in we will be using

Trello

Tools

- This will be both our design space and our task management system
- trello.com

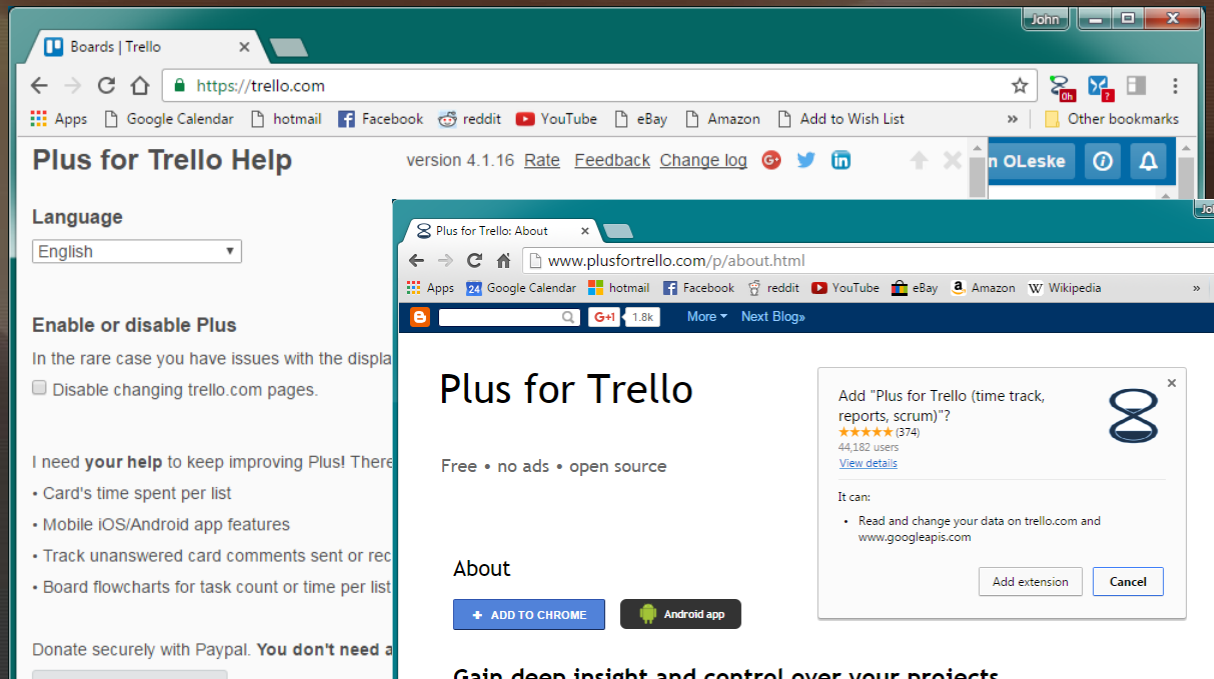


Trello

(with plus for trello plugin)

- Will need chrome for plus for trello plug in
- plusfortrello.com

Tools

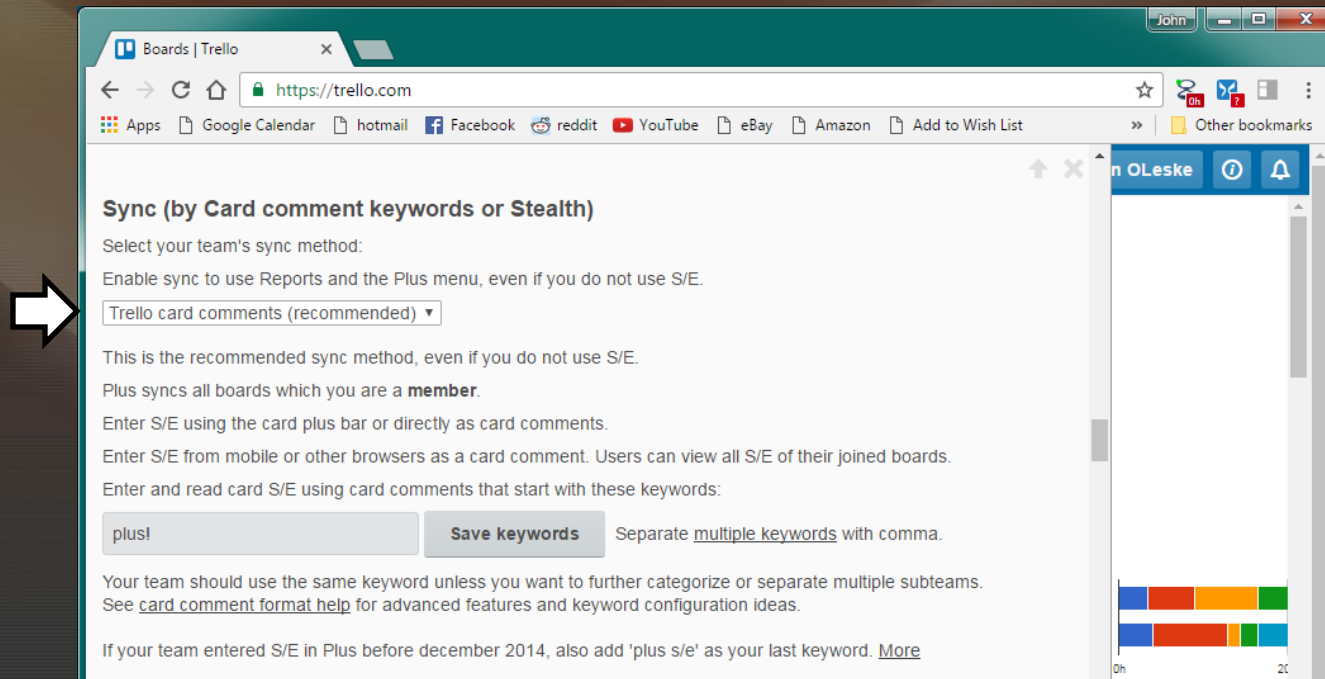


Trello

(with plus for trello plugin)

- "Sync method" must be set to "Trello card comments"

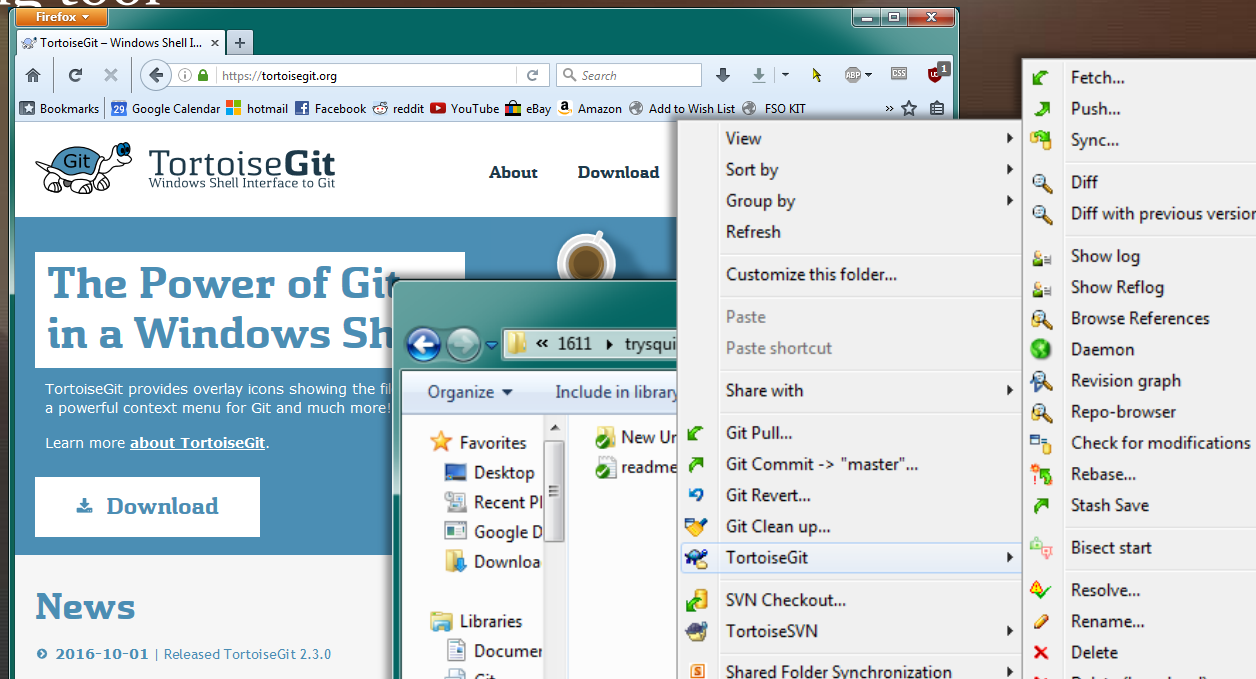
Tools



TortoiseGit

Tools

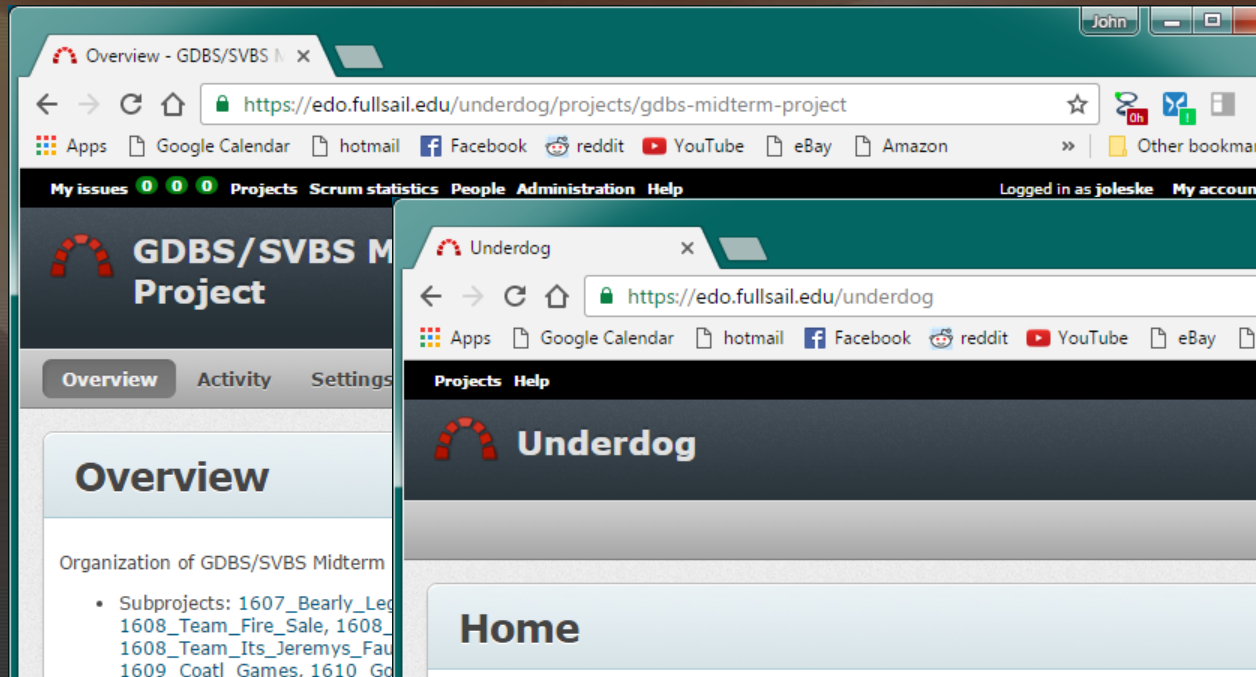
- We will be using git for our versioning system
- Git server will be provided with underdog
  - Allows for versioning when not on campus
  - Uses same credentials used for sidekick
- TortoiseGit client allows the use of unity's git merging tool



TortoiseGit

Tools

- Underdog is our hosting method
- edo.fullsail.edu/underdog



Activities

Activities

Form teams

- Teams should be 3-5 students (4 preferred)

Class Activity

Tools

- Collect team account information
  - Need the contact sheet filled out for every team

Team Name
The team

Trello Username*	Underdog Username	Skype Username	Real Name* (Last name, Fi

Create trello boards

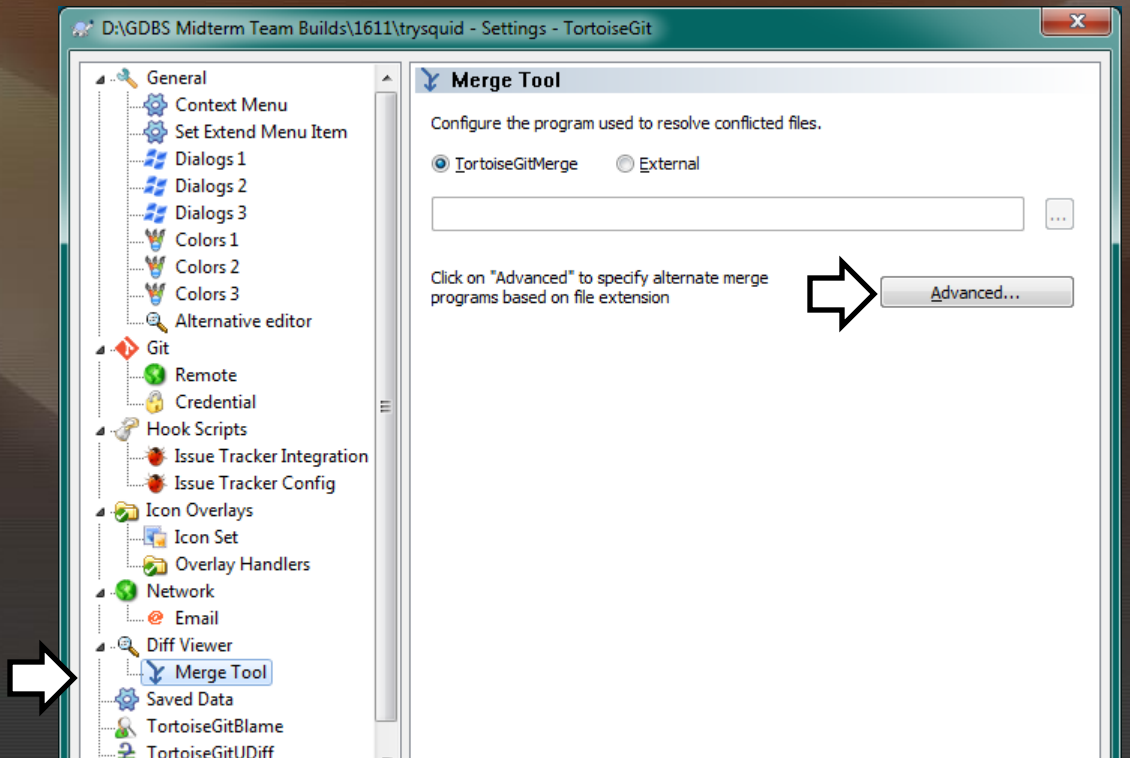
Activities

- Create Trello boards for teams
- Trello basics
  - We will be putting our design on Trello
    - Fill in the given design topics
  - Create new cards each time anyone thinks of a feature

Version Control

Set up Git

- Version control setup
  - Set up git for unity
    - SmartMerge: https://docs.unity3d.com/Manual/SmartMerge.html



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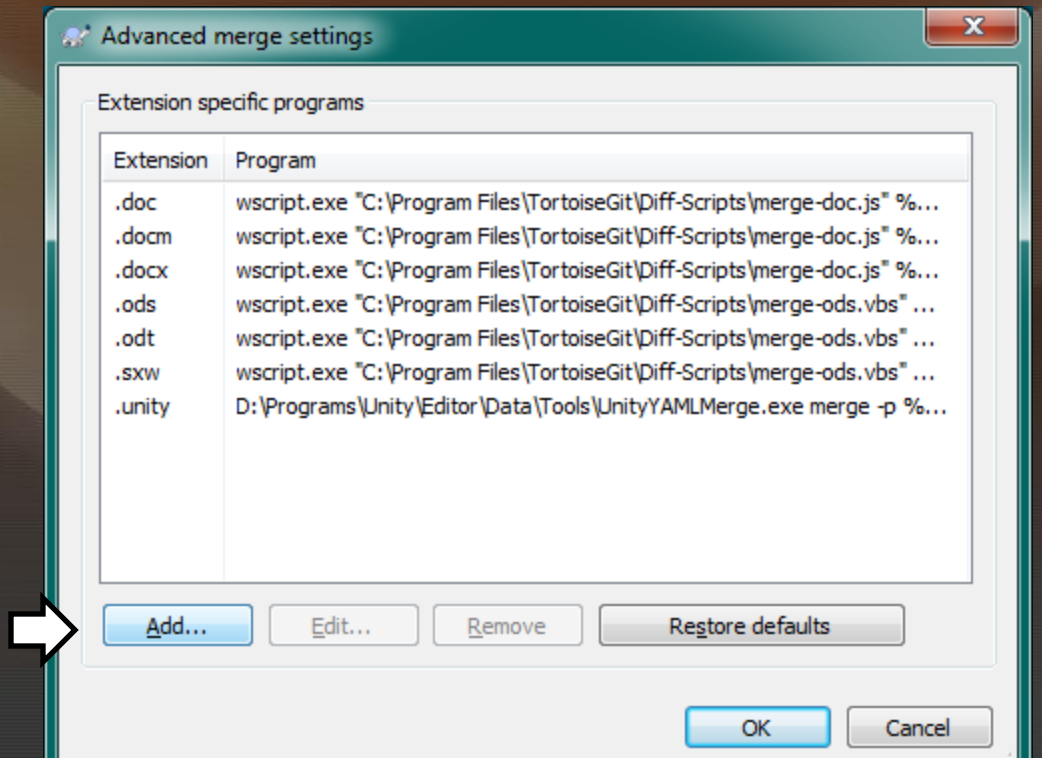
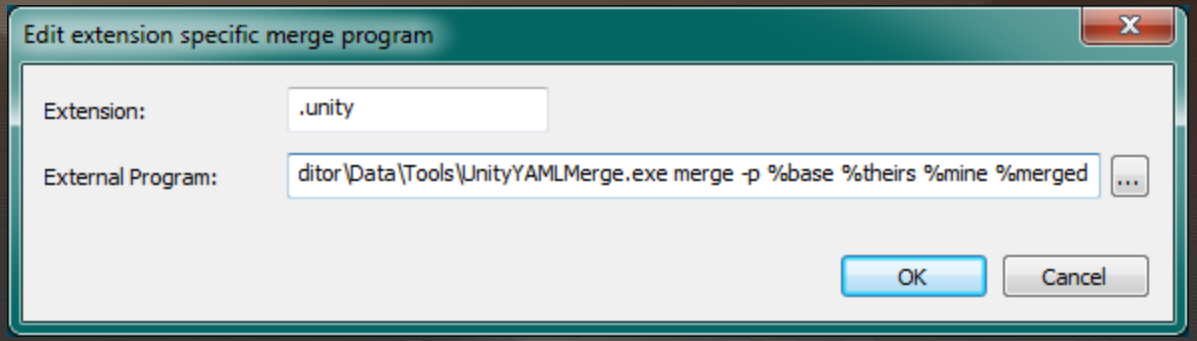


Version Control

Set up Git

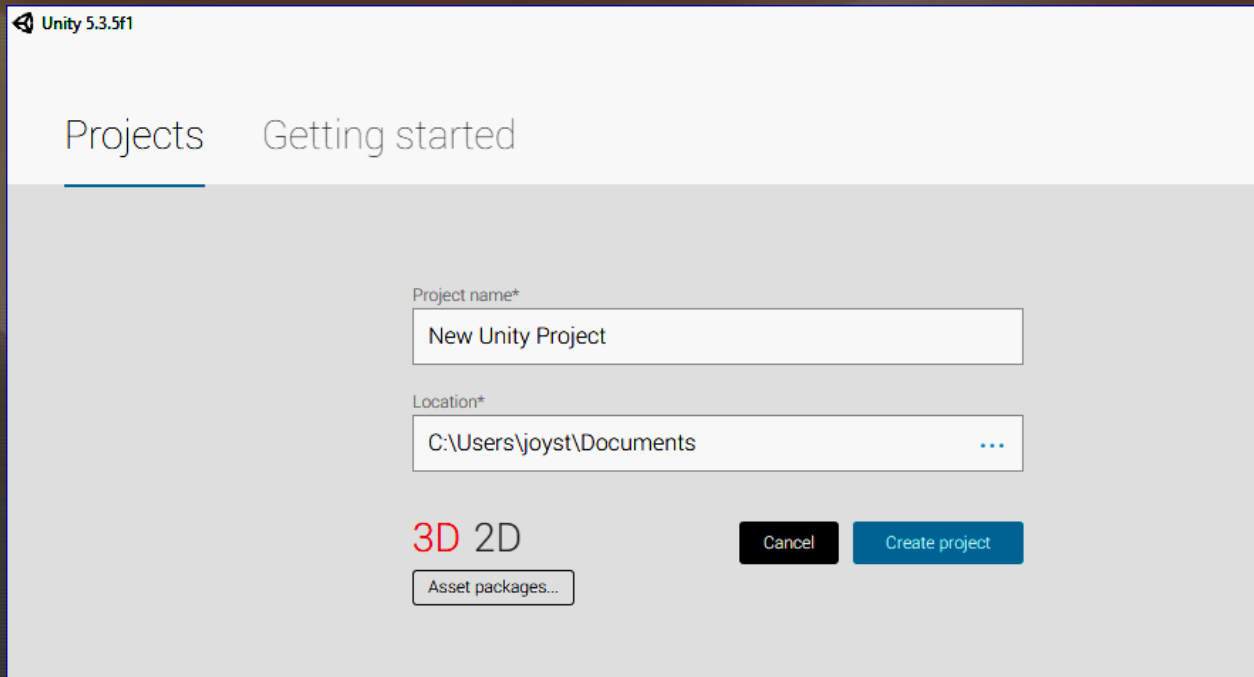
- Version control setup
  - Set up git for unity
    - SmartMerge: https://docs.unity3d.com/Manual/SmartMerge.html
    - Extension = .unity
    - External Program =
    - `<Unity install location>\Editor\Data\Tools\UnityYAMLMerge.exe merge -p %base %theirs %mine %merged`



Version Control

Create bare project

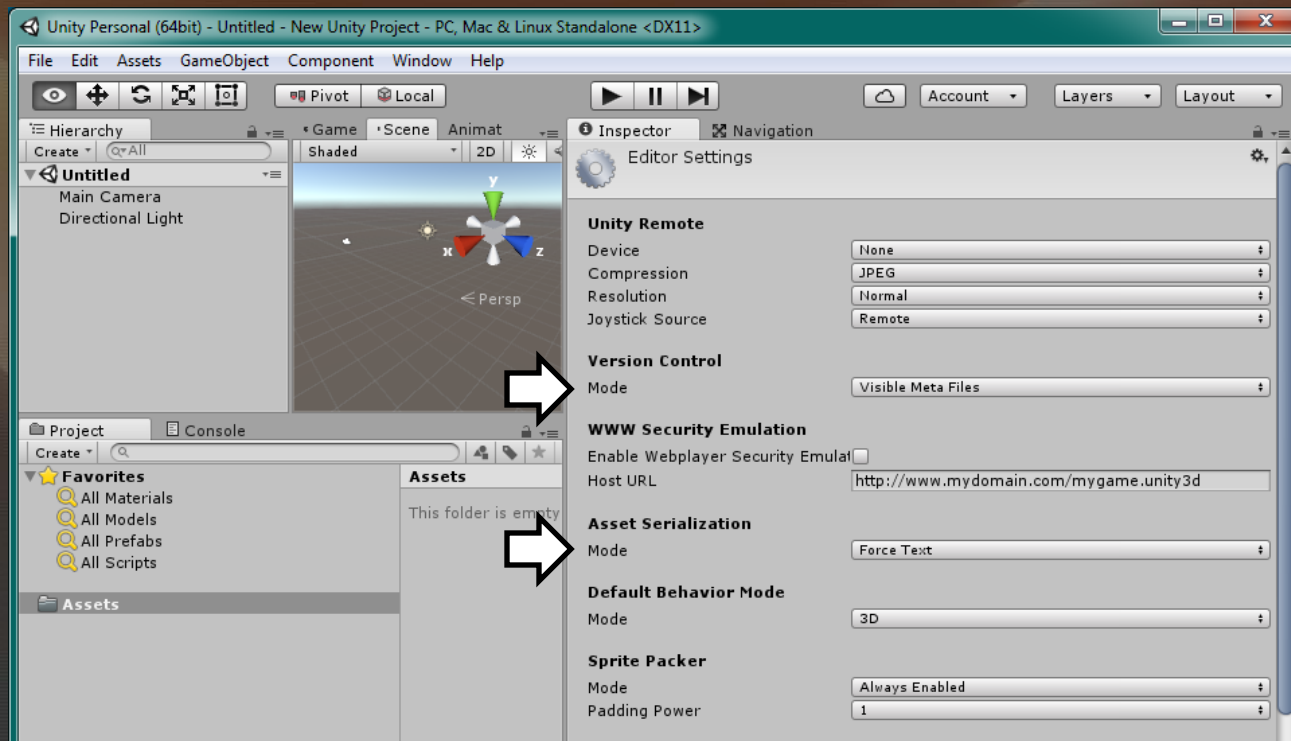
- 1 person on each team will create a bare project



Version Control

Set up version control in unity

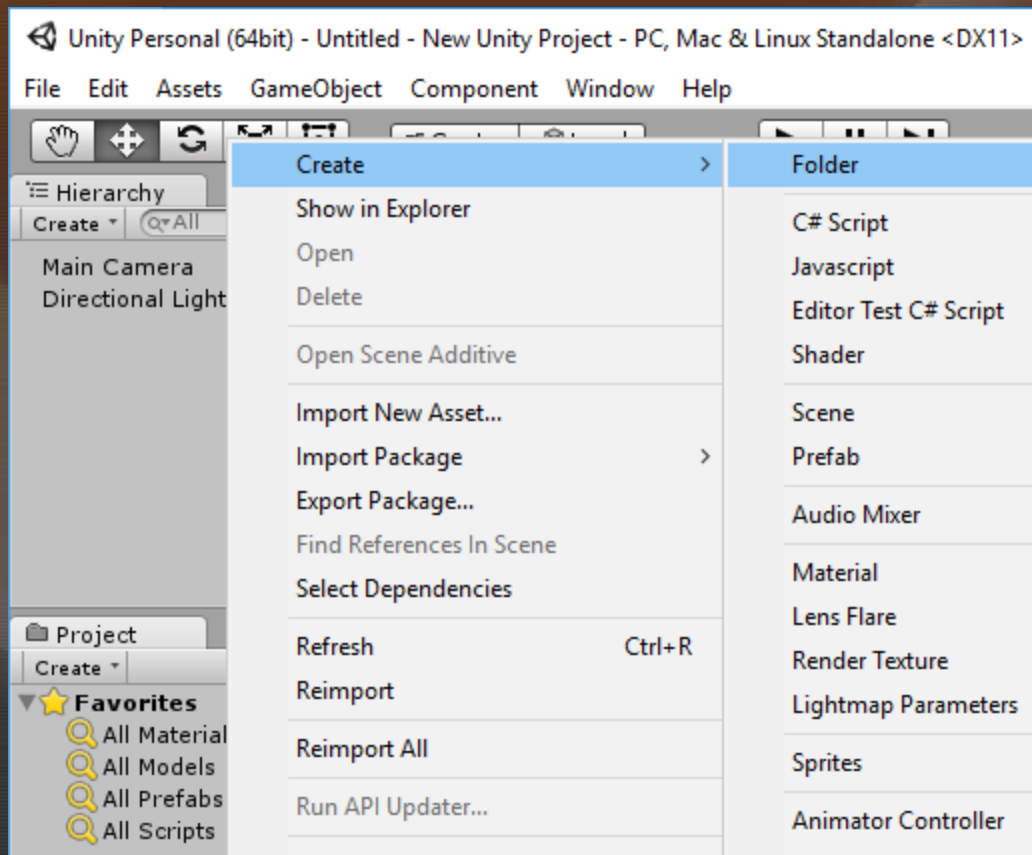
- Version control setup
  - Create bare unity project
    - Set up version control (Visible meta files) and serialization mode (Force Text)



Version Control

Create folder hierarchy

- Set up base hierarchy
  - Scripts
  - Prefabs
  - Scenes
  - Textures
  - Models



First Git push

- Add all the files and folders
  - Git ignores empty folders, at least 1 file must be in each folder for the folder to be pushed to the repo.
- Commit the changes
- Push to remote server
- Team members all pull and confirm we have the same build

Good for now

Contact info

Contact info

- If you need to contact me

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Office hours
Mon 1-5 Wed 1-5
By request available

Trello

- I will be watching and commenting on Trello
  - Don't forget about it.

Trello