3D Game Project

3rd milestone delivery instructions (continuous assessment)

Follow these instructions **precisely**.

14 files must be submitted until **Sunday, June 5, 23h55**:

- *Project Title* - **Build (*Platform*).zip**
  - The game builds with Just the contents of the generated build folders. Replace *Platform* with *Windows* and *macOS*.
- *Project Title* - **Concept book.pdf**
  - The updated concept book as briefed.
- *Project Title* - **GDD.pdf**
  - The updated GDD according to the feedback and to match the current vision of the game. You can keep unimplemented features/content, just marking them as "removed".
- *Project Title* - **Instructions.pdf**
  - Game instructions: controls, cheats (to quickly go through all the content), and walkthrough.
- *Project Title* - **Models.zip**
  - Textured 3D models and previews (.fbx and .png).
- *Project Title* - **Poster.pdf**
  - The poster as briefed (508mm x 762mm for example, 300 dpi).
- *Project Title* - **Presentation.pptx/.pdf**
  - The presentation slides as briefed.
- *Project Title* - **Production report.pdf**
  - The production report as briefed by Prof. Miguel Boavida.
- *Project Title* - **Report.pdf**
  - List of tasks handled by each team member <u>in this delivery</u>. If multiple members worked on the same task, assign a percentage to their contribution.
- *Project Title* - **Spec sheet.pdf**
  - The updated spec sheet according to the feedback and to match the current vision of the game.
- *Project Title* - **Source.zip**
  - The game source files with just the necessary folders (usually *Assets*, *Packages*, *ProjectSettings*).
- *Project Title* - **Trailer.mp4**
  - The trailer as briefed by Prof. Carlo Turri.
- *Project Title* - **UI.zip**
  - The final UI assets (.png and/or .svg)

All the delivery files must be uploaded to your group's folder in Google Drive until the time limit. Any submission or change after the time limit will result in penalization.

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