



Group Project

2022-2023

COMP3329 Computer Game Design and Programming

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Department of Computer Science, The University of Hong Kong

Assessment

- Continuous Assessment [70%]
 - Simple Tutorial Exercises [20%]
 - Group Project (1 – 5 students) [50%]
 - Game Plan [10%]
 - PPT + 5 minutes presentation per group
 - Game Show [5%]
 - Standby at Game Show venue (InnoWing) for 2 hours
 - Peer Voting (bonus for top 3!)
 - Game Trailer [10%]
 - 1 minute trailer to show features of your game
 - Game Product & Short Report [25%]
 - Playable game
 - A report summarizing your game (e.g., story, how to play)
 - Final Examination [30%]
 - Written
 - Cheat sheet with notes printed or written on both sides allowed

Group Project

- To develop a small-scale digital 2D/2.5D/3D local game individually or in a group of 2 to 5 students (each student must have contribution)
- Using Unity or any other game engine
 - e.g., Cocos2d-X, GameMaker, Corona-SDK, Sprite Kit
- For one or more platforms:
 - Desktop computer, smart phone, web or console
- Suggested themes:
 - About InnoWing (3D model of InnoWing will be provided)
 - About our society (e.g. history, culture, social or political issues, etc.)
 - About our university (e.g. history, culture, story, etc.)
 - A game for cyber security education
 - A game for FinTech education
 - A game for promoting HKU Engineering
 - Any others...

Group Project

- Your game will be graded based on:
 - Creativity
 - Techniques applied (e.g., audio/visual elements, game play design, AI, various effects)
 - Player experience (general impression)
- You will only have 3 months for the project. Do we expect a Super Mario, Final Fantasy, Pokémon Go from you?
- We are looking for primitive games where you may apply the techniques learned from lectures and tutorials as much as possible.

Of course NOT!!!

Group Project

- Any game genre

- Examples



Top Down shooter
(image from freegames.in)



2D Platformer
(image from wikipedia)

2048

Join the numbers and get to the 2048 tile!

SCORE
4884

BEST
4884

New Game

	4	8	512
2	8	16	128
		8	16
			4

Puzzle Games

(image from <http://gabrielecirulli.github.io/2048/>)



3D Platformer

(image from Imangi Studios)

Group Project

- Some tool kits or resources can be found from www.assetstore.unity3d.com (E.g., 3D models, 2D platformer starter kit)
- You may use them, but in the report please **state clearly and give credits to all these readily available resources**. At the same time, please **state clearly all your original work**, including **what adaptations you have made** to the kits or packages.

Group Project (Phase 1)

- Deliverables [5% of whole course]:

- A PPT file (~ 5 pages)

- Use 1 slide to briefly introduce one of your favorite games that your group wants to follow or criticize (title, image, link to web page and game play video clip if available, genre)
 - Use 3 to 4 slides to briefly explain game ideas from your group
 - 1 slide on general information of the game
 - 1 slide on game rules
 - 1 – 2 slides on a brief evaluation based on the four basic elements of game design (Technology, Story, Mechanics, Aesthetics)
 - Please submit your PPT to Moodle by March 12 (Sunday) 23:59.

Group Project (Phase 2)

- Deliverables [35% of whole course]:
 - A workable game (with source codes) [13%]
 - A readme file (in DOC format) listing installation instructions and instructions about how to play the game [2%]
 - A game report (in DOC format and with about 10 pages) [5%]
 - A game trailer (~ 1 min) (playable in Windows Media Player) [7%]
 - A poster for promoting your game (594mm width * 841mm height (A1 size) with 150dpi (3508 * 4967 pixels)) (soft submission and no need to print out) [3%]
 - Game show on April 24 (Monday) & April 27 (Thursday) 3:30pm – 5:20pm. Each group only needs to join one session. [5%]
 - Voting by guests (bonus for top 3!)
 - All deliverables have to be uploaded to Moodle by April 30 (Sunday) 23:59 (tentatively).

8th Engineering InnoShow

- Good game projects will be invited to join the 8th Engineering InnoShow.
- Details:
 - Date: May
 - Time: To be confirmed later
 - Venue: Innovation Wing
- For your information, best projects done by COMP4801 students as well as by students from other departments will also join the InnoShow.

1st Engineering InnoShow



1st Engineering InnoShow on April 30, 2019 (Tuesday)

7th Engineering InnoShow



7th Engineering InnoShow on November 30, 2022 (Wednesday)

7th Engineering InnoShow



7th Engineering InnoShow on November 30, 2022 (Wednesday)

HKUEAA Annual Dinner 2020



Good games may be selected to join other big events (e.g. HKU Engineering Alumni Association (HKUEAA) Annual Dinner 2020)





End

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