Project Overview

You must develop **a game** throughout the semester!

Your GMD grade is based on this project

The game must be **developed in pairs or individually**

Expected workload: **70 hours per student**

Find project details on itslearning
(“Course Project Formalia”)

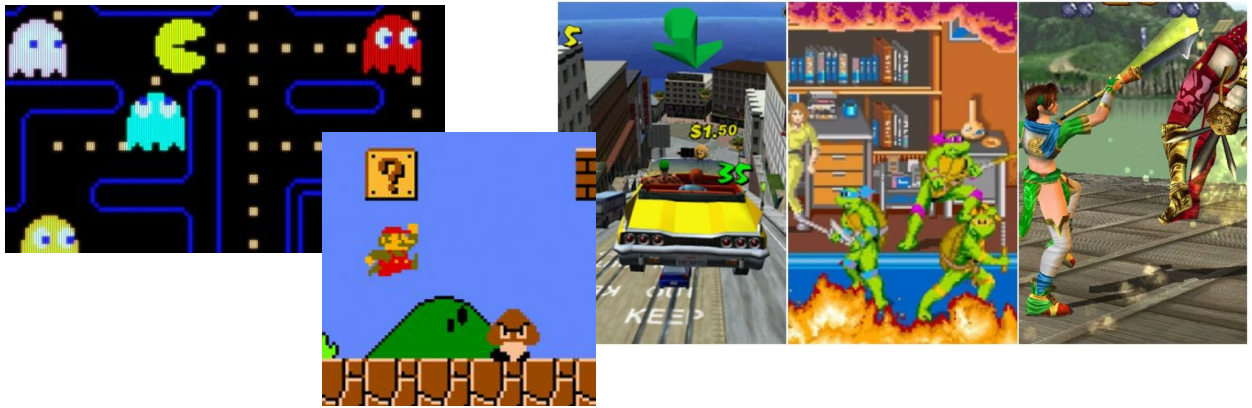
Arcade Machine!

Your game must be playable on the VIA Arcade Machine

You will have access to the machine throughout the semester

Be mindful of physical limitations! (e.g. input, amount of players, hardware)

It does not have to be a “retro” game. 3D games are okay too - but be mindful of performance!



Game Project Blog

You must document your hardships of creating a game as **blog posts**

A blog post is simply a .md file in the Github repository of your project

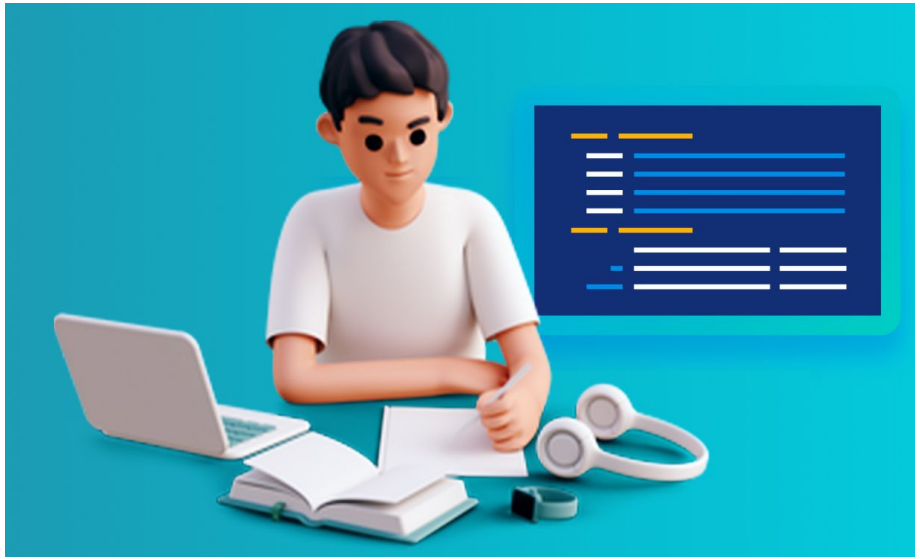
By the end of the project, your repository must contain **6 blog posts**:

#1: Roll-a-ball

#2: Game Design Document & Milestones

#3 + #4 + #5: Development updates for each of the three specified milestones for the game.

#6: A blog post which shows off the final game product and concludes the project.



Each blog post is expected to contain ~1500-3000 characters (including spaces).

Project Assessment

When we assess your game, we will look at:

- The **scope/ambition** of the game
- That you can demonstrate **ownership** of the implementation in your reflections
- That the game covers the **learning goals** of the course
- That the **source code is well-structured**
- That the game is fully playable (it doesn't have to be "bug-free")
- That it is **YOUR game** (not simply a copy/paste of a tutorial or a list of downloaded assets from the asset store)

Remember to Include...

The project must include elements from the following topics:

Scripting (e.g. monobehaviours, coroutines, events)
Input & Vectors (e.g. input systems, manipulating transforms)
Physics (e.g. rigidbodies, colliders, triggers)
Graphics & Audio (e.g. models, shaders, audio clips)
Animation (e.g. animators, animations)
Game Architecture (e.g. game managers, ScriptableObjects, SOLID principles)
Game AI (e.g. finite-state machines, navmesh agents, pathfinding algorithms)
User Interface (e.g. menus and HUD)

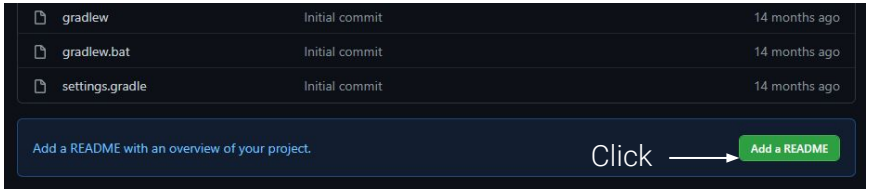
Handing In

A **public link** to the project repository (in pdf file) + copy of **source code** must be **handed in on WISEflow (see deadline on itslearning)**

- GitHub commits determine contribution
- Commits pushed after the deadline will not be taken into account.

By the deadline, the README should include:

- A link to a **YouTube** video demonstration of your game (~2min)
- A list of links to all blog posts in your project
- Sources of any third party assets/code used
- Optionally, a link to a playable WebGL build of your game, hosted on GitHub Pages

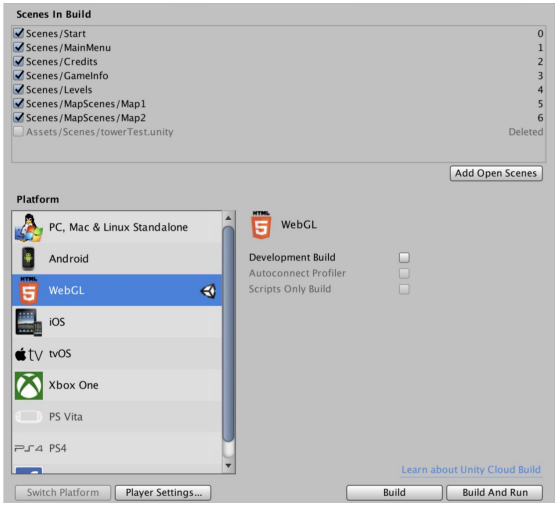


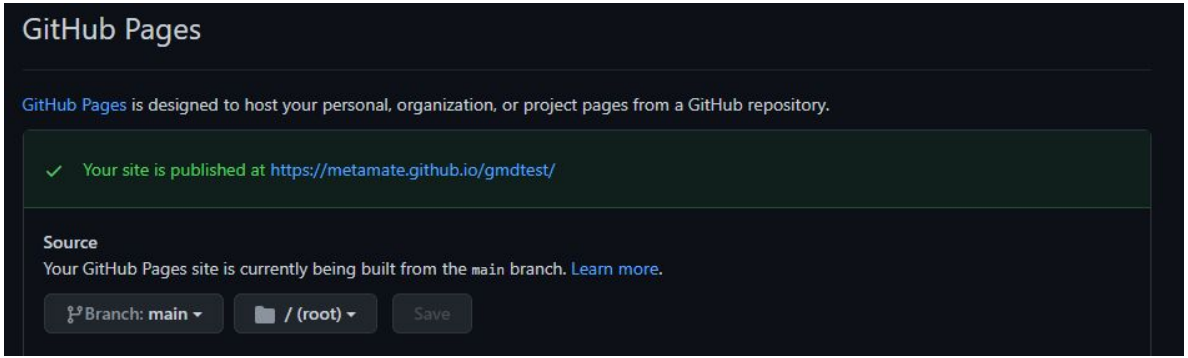
WebGL Help

[How to host WebGL build on GitHub pages]

Be **mindful** of project size!

Test a WebGL build of your game regularly to make sure it works





Reflections

In your PDF hand-in, include **1-2 pages** (one page is 2400 characters, including spaces) per group member of individual reflections on your contributions to the project.

Being **concrete** and referencing **specific** code sections is highly encouraged (as are using figures and illustrations, but neither code snippets, figures or illustrations count towards the page limit).