



Course Number: VGP230
Course Title: 2D Game Programming
Instructor: Jordan Lacey

Title: Final Game Outline
Date Assigned: Week 7
Due Date: Week 8

Description:

Your goal is to write an outline for your final project. This should be 1-2 pages long and include a summary of what you'd like to complete for the final project (final project is due Week 11). This outline can also include some art that you plan on using.

This outline should include a few sections, such as:

- An overall summary of what your game will be.
- A list of the different game mechanics that will be included, from both a gameplay standpoint and a technical standpoint
 - Example:
 - "One feature of my game will be gravity that will affect the player, so they can jump around the level. This will involve usage of physics in the Update function of the Player class."
 - "Another feature will be different types of blocks loaded in through the TileMap class. These tiles will make up the level and have collision so the player can jump around and walk on them."
- Stretch goals. These are goals that are "nice to have" but not required for the game to be complete. These are features that you might not have time to complete. Keeping things in scope and knowing what you can and can't accomplish within a given time period is a key part of being a game developer!
 - Example:
 - "I want to have dynamic parallax backgrounds in the levels (the reason this is a stretch goal is that it will look nice but the game will function without it, such as by using a normal static background)."
- Optional: A section for the art assets you might use. Don't worry if you aren't sure about this yet!

Deliverables:

On week 8, you will present your outline in class and I will help flesh out the idea some more and give feedback/suggestions. Please hand this in via Omnivox before the class starts.

Note: your final project cannot be based off of your midterm project.

Note: your final project can be a clone of an already existing game.