CS2053 Project Requirements

Project Presentation

You will present your project to the class.

Requirements

The course project focuses on game design and game programming. The following requirements must be adhered to, unless you have permission from the instructor.

Your game should be created independently and not be based upon a tutorial. While you are welcome to follow tutorials to help you learn new functionality you would like to add, your game should not contain the results or output from a tutorial.

1. The project is team-based (teams can have 2-4 people).

   - The game to be developed is a multi-level/scene game with 2N scenes/levels (where N is the number of teammates).

2. The result of the project must be a complete, playable game with 2 or more levels or scenes, not including the start and end screens.

3. The game should have a start (to introduce the game and authors) and end screen (for winning and/or losing).

4. The project and resulting game must include storytelling with audio or (on screen) text narration. This doesn't have to be a prominent part of the game, but should be represented somehow.

5. The project and resulting game must include the following game programming technologies: 2D graphics (with animations) or 3D graphics, sound, physics, dynamic (or multiple) cameras, AI, and user interface (menu).

   - For AI, you will create some game objects that have state-based behaviour and involve pathfinding.
   - For the AI requirement you can use those provided by the game engine/platform which you will use for the project development and/or write your own.
   - Don't worry too much about this for now, until we have covered it in class

6. The project should be developed using Godot

7. Your game should be able to run successfully in a window and in a 16by9 aspect ratio.

8. Your game should be in Godot version 4.3