ICS 123 Final Project (Practical Final Exam) /50

You can work individually or in pairs.
You must submit and pass the project to pass the course.

For your final project, you are going to take the prototype you made from your labs and modify it into your own game prototype. The requirements for the project are as follows:

1. **Game Design:** A one-page treatment of your game proposal. To guide you on this, look at the Inscribed Layer of the Layered Tetrad Game Design Framework. Explain the Mechanics (single-player or other, the objective, the rules, and describe the game world). Explain the Aesthetic feeling you are striving for. Explain the hardware the game will require (you don't need to be too specific here). Finally, explain the narrative (premise, characters, and plot). Note that you won't be able to implement all these things in your prototype; this is an exercise in Game Design.
   10 marks

2. **Game Prototyping:** Show me a Top-Down View Paper Prototype of your Scene. This should include any props you've put in your Scene, spawn points, doors, collectible items, and anything you'd like to add to the Scene (based on #3 below).
   10 marks

3. **Game Development:** Implement additional features on top of the game you have developed in the lab. There are two approaches you can take: implement extra features based on the labs or add something completely new. One idea is to implement one (or more) of the Puzzles we looked at in the Game Prototyping slides. That would probably involve one or more of the items listed below. You can also add some Direct/Indirect Guidance. Think also about Game Balance and Flow.
   1. Based on Labs:
      Add at least **three** features based on the labs that you've already done. For example:
      - Lab 2 – Change the layout of your Scene; make it bigger.
      - Labs 4/5/7 – Add an additional Enemy Prefab with additional Animations (or flesh out the Iguana). Change how bullets appear when they hit a Game Object. You could make Enemies have more than 1 health.
      - Lab 6 – Add more textures, particle systems, and props. For example, you could cause an explosion particle system to activate when your Player's ray hits a certain Game Object (the game object would be replaced by the explosion).
      - Lab 8/9 – Add more to your 2D GUI. Perhaps a Start Screen and more Settings Options.

- Lab 10 – Add more items the Player can collect and interact with. Add an inventory system (more challenging).

2. Something Entirely New (Only attempt if you are working in pairs):
   This will be more challenging and will require you to look up Unity's documentation, online videos, and/or the Unity in Action book or other book.
   - You could change your Game to Third Person or Side-Runner.
   - You could add lots of sound effects, background music, and extra visuals.
   - You could make the game network enabled and multi-player (very, very challenging – may not have enough time to fully complete).

20 marks

4. **Playtesting:** Have classmates playtest your Prototype. Have them answer a series of questions that you make up. Use the Playtesting slides from the Game Development and Prototyping set of slides. Write down any bugs that they find or suggestions that they make.
   10 marks

Dazzle me with what you have learned in this course **BUT KEEP IN MIND YOU DON'T HAVE A LOT OF TIME! DON'T GET TOO AMBITIOUS! DON'T GET OUT OF SCOPE!!**

Submission:

1. Submit your *Game Design Proposal* in the Dropbox in D2L by **11:59PM April 20**.
2. Show me, when you demo your Project, your *Top-Down Paper Prototype*.
3. Show me, when you demo your Project, the feedback you got from *Playtesting* and which students play tested your Project.
4. Demo your Project to me **in the lab from April 9 to 12***.

*You can demo during final exam week, but it is probably not in your best interest. If you must, schedule a time with me to demo.