Project Overview

You must **develop a game** during the semester

Your **GMD grade** is based on this project

The game must be **developed in groups of 1-4 people**

You decide what type of game to make

Expected workload: **70 hours per student**

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")

Remember to Include...

The project must include elements from the following topics:

Input & Vectors (e.g. input systems, transforms)
Physics (e.g. rigidbodies, colliders, triggers)
Graphics & Audio (e.g. models, shaders, audio clips)
Animation (e.g. animators, animations)
User Interface (e.g. menus)
Intermediate Scripting (e.g. coroutines, events, optimization)
Game Architecture (e.g. game managers, SOLID principles)

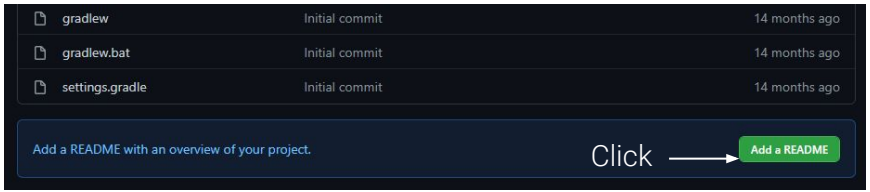
Handing In

A **public link** to the project repository 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)
- Sources of any third party assets/code
- Optionally, a link to a playable WebGL build of your game, hosted on GitHub Pages

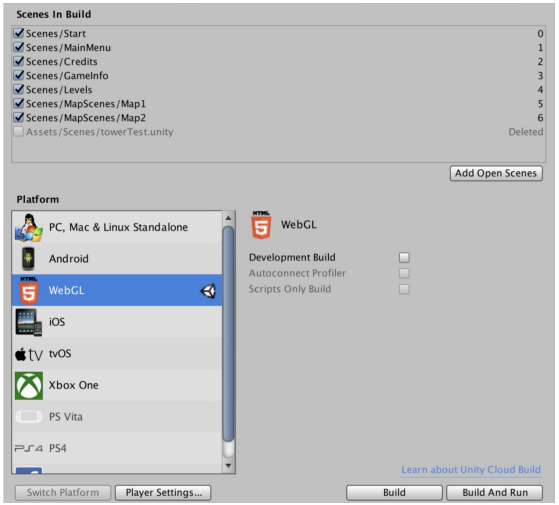


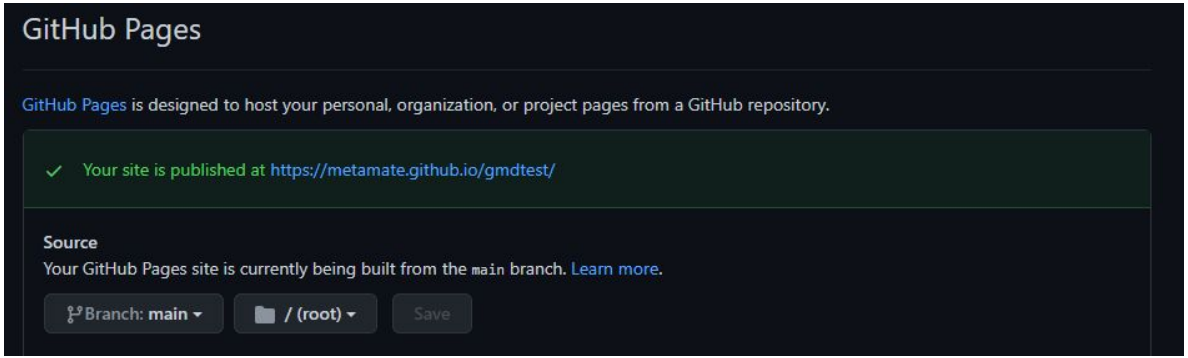
WebGL Help

[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** (per group member) of individual reflections on your contribution to the project.

Being **concrete** and referencing **specific** code sections is highly encouraged.