Module CI6500

Final Year Project Initiation

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Games Project Coordinator

- Dr Andreas Hoppe, a.hoppe@kingston.ac.uk

I am your point of contact regarding the organisation and content of the module.

LEVEL 6

Game and Media
Creation Processes

Multi-player and
Game Console Programming

Individual Project
(Games Project)

Level 6 Option

LEVEL 6   Option Modules

Modelling and Animation

User Experience Design Thinking

Advanced Data Modelling

Mobile Application Development

Digital Entrepreneurship

Software Development Practice

What is your Final Year Project?

The pinnacle of your academic achievement

- **Showcase your individual skills and expertise**
    - to future employers
    - to get accepted into postgraduate programs

- Define who you are professionally

    It is likely to be mentioned on your CV!

What is this module?

30 credit-module
= 300 hours over the entire year
= 10 hours/week every week

This work throughout the year will finish in:
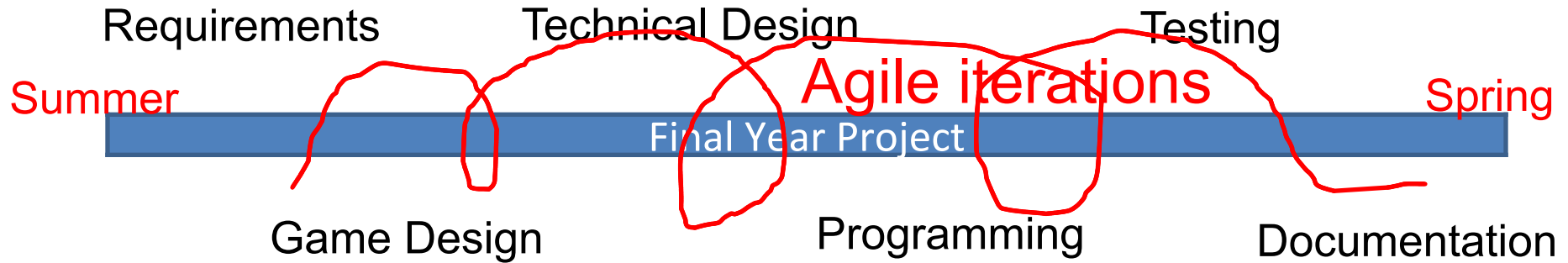**A major independent, original piece of work**
that has been managed by you.
Documentation in form of a dissertation.

An opportunity to bring together everything you have learned into a large individual professional project.

What is this module?

It is different from other modules you have done: It is not taught in the conventional way through weekly lectures and workshops. Instead it requires you to work independently to create an artefact and the documentation of its development process.

Requirements   Technical Design   Testing

Summer   Agile iterations   Spring

Final Year Project

Game Design   Programming   Documentation

How is this module taught?

- This module only has a few lectures focusing mainly on the writing of your dissertation
- Online drop-in sessions for general issues and supervisor meetings for specific advice and progress updates
- Make use of what is taught in the **Games & Media Creation Processes module** regarding design, professional development and testing practices
- You are expected to attend the **weekly inKubator sessions** which keep you up-to-date about industry trends

inKUbator - Connect with Industry

You are joining our "InKUbator", led by Hope Caton, which is an interdisciplinary platform for undergraduate, postgraduate, research students and alumni from animation, games and media courses to come together to discuss the latest trends in the games industry and to attend talks by industry speakers.

What is a good FYP?

- Demonstrates a variety of **technical skills**

- Demonstrates originality/creativity/design

- Demonstrates the ability of critical thinking

- Demonstrates the ability of putting forward a coherent narrative -> design

- Demonstrates the ability to develop and present a completed solution

Developing games is about …

1. **Writing code**
   and algorithms to demonstrate
   your technical ability
2. Design and Appearance
3. Testing & Quality Assurance
4. Documentation

Freedom of choice

- You can develop the game you want. This is an individual project. What are your interests?

- Discuss your ideas with an academic to make sure the project is of the right scope.

- Design your game.

- Make use of advanced features and/or interesting mechanics.

- Make use of interesting technology : AI, VR, AR, controllers, mobile/tablet etc.

Project Supervisor

The project supervisor provides guidance through your project and makes sure you have adequate resources

- The project supervisor provides feedback on your progress and assessments

- You will provide regular updates to your supervisor about your progress

- The supervisor is not going to do any development/coding for you

Project Supervisors

Jarek Francik
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Darrel Greenhill
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Andreas Hoppe
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Please ask one of the lecturers if you want them to be your supervisor. No need to email if you have no preference.

Getting started: One page game concept

Title
Target platform and Game Engine
Game Summary (aims and objectives)
Game Outline (including start, middle and end of the game)
Unique selling points (what is special or different, any innovations?)
Competitor games
Resources (assets)

Bedbug: Rooftop Rumble (game title) concept overview

iOS/Android/Kindle (game platform)
Target Age: 8-up (target audience)
(Rating goes here – note no rating is necessary since ESRB doesn't rate "mobile" games)

Game Summary: Bedbug, the leaping lawman, protects the citizens of Silicon City from the forces of evil. Unbeknownst to him, **Player One**, the couch jockey of crime, has "leveled up" Bedbug's arch-villains with video game technology, turning them into super-powerhouses! Can Bedbug run fast enough, punch hard enough and jump high enough to defeat his vilest villains? Only you can decide!

(Include a beginning, middle and end of the game story. Keep it short and sweet.)

Game Outline: As Bedbug, the player runs and jumps across the rooftops of Silicon City, earning points for punching out criminals and rescuing citizens. Collect enough points to execute super-moves or earn the assistance from favorite Bedbug characters like Captain Superior, Blue Tiger

Prototyping over the summer

- Write a one-page game summary and discuss with an academic/potential supervisor.
- Prototyping: Experiment with implementing features and design concepts.
- Discuss your progress with a potential supervisor.
- The more you get done over the summer -> less stress in year 3 and more time for other assignments.
- Need to show a prototype in teaching block 1.

The final year project should be an enjoyable experience

Start working right now.

Make sure to progress on your project every week during the summer.

Don't get stressed out.