

CSUS  
COLLEGE OF ENGINEERING AND COMPUTER SCIENCE  
Department of Computer Science

CSc 165 – Computer Game Architecture and Implementation  
Spring 2019  
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**Checklist for Game Party Presentation:**

- Can two clients and the server communicate over the network?
- Can we see the ghosts avatar?
- Are there any NPCs?
- Which AI technique is used for NPCs?
- Show models designed by each team member in game
- Show evidence of UV unwrapping
- Can you choose your avatar?
- Show animation in game (and if does not work in game, show in Blender)
- Show skybox
- Show terrain
- Is the terrain followed?
- Where are the two lights?
- Play 3D sound
- Which graphics objects are represented in physics world and what happens in this world?
- Are there any hierarchical objects or a hierarchical system of objects in the scenegraph?
- Show HUD
- Explain how scripting is used
- Can the game run in FSEM and windowed mode?
- Can we just run one client (single player mode)?
- Are there bat files for server and client?
- Does the game use keyboard? In addition, does the game use gamepad or mouse?
- What are the two lab machines that the game works on?
- Are there any requirements that you weren't able to get working?