ECS657U / ECS7003P Multi-platform Game Development

Coursework 2: Final Game

Group Submission

Your **group** should complete this form. **A copy** should be included in everyone’s submission via QMPlus.

# Group

Group Letter:

Group Members: (include each member’s full name and Github username)

# External links

Unity Project Github repository URL:

Github Pages URL with Web-GL build:

Gameplay video URL:

# Final Game

Game concept chosen: (document number)

Game title:

Game concept changes (from prototype onwards, if any):

* Change1
* Change2

Implemented features: (include all; highlight prototype features, and the changes made since then, if any – including features completely removed from the prototype)

* Feature1 [Prototype; changed: …]
* Feature2

## Expected marks:

* Levels: X% (out of 100)
* Gameplay features: X% (out of 100)
* Non-Playable Features: X% (out of 100)
* Aesthetics: X% (out of 100)
* Project Quality: X% (out of 100)
* Report: X% (out of 100) – PG only, ECS7003P

# Playtesting Report (PG only, ECS7003P; optional otherwise)

## Playtesting feedback received:

* Feedback 1
* Feedback 2

## Changes made after playtesting:

* Change 1
* Change 2

# Research (PG only, ECS7003P)

## Topic chosen:

Topic description from QMPlus (<https://qmplus.qmul.ac.uk/mod/choicegroup/view.php?id=2097789>)

## Feature(s) implemented in the game based on research:

* Feature 1: details

## Supporting research and rationale:

~5 articles related to the topic critically reviewed, citing work appropriately e.g. [1]. Choice for implemented features motivated. ~500 words.

## References

[1] Urbain, J., 2010. Introduction to game development. *Cell*, *414*, pp.745-5102. *(this is just an example, remove in your own reports and replace with your own references, in Harvard format)*