

Fall 2023

PROJECT 2

Submission and Presentation Guidelines

CSD2400, CSD2401, UXG2400, DAA2402

Week 4 No Lecture

Week 4 Lab

Lab: 2 - 4pm

csd2401-b, uxg2400-b, daa2402-a

Lab: 4 - 6pm

csd2400-a, csd2401-a, uxg2400-a

Refer to the **Roster** for **Lab assignment**
Attendance to be taken at Pascal

Week 4 Lab

Spare Venue: **LT6C**
BFA, all report to Dali and look for Keh

Avery SR4D

StaccWars	B	LIONG Aloysius Yu Xuan LAU Sean Yik Peng LIM Cherie Xi Wen TAN Wei Fong TAN Wei Jie Clement WONG Rachel CHUA Xinyi, Tricia TEH Sheryl	18-Sep	2:20 PM
Friends of Sihan	B	CHEONG Vanesius Faith SOMASUNDARAM Aarthi CHAN Guo Geng Gordon CHING Wei An KOH Valerie Xin Ying TAN Si Han LIM Celine THIO Rivaldi	18-Sep	2:40 PM
Aspirin	B	DENG Maojie HO Ryan Jun Long TANG Xin Wei TOK Zi Jun SOH Philip TAN Jordan Yan Boon CHIANG Zi Yang PRABU M Gajandran	18-Sep	3:00 PM
Chonkus Games	B	LAM Ting Le LIM Kenzie KOH Wei Jie LIM Bevan Zhi Wei LUA Jun Xiang Ryan XIAO Junyu KUM Kah Yim, Valda TAN Elizabeth Leia Xin	18-Sep	3:20 PM
Radioactive Sushi	B	LEE Benjamin Zhi Yuan LIU Chengrong WOO Alvin Jia Hao CHUA Zheng Yang TEIGH Xiang Yue Ryan Alexander B YEO Jun Jie KWEK Ye Jin LIM Joanna Wen Yi	18-Sep	3:40 PM
HaiTide	A	SHAFIQ Mirza TAN Jerell Jian Yu ZENG Zhicheng BIN MOHAMMAD HAZRY Mohammad Danish Nabil PHILIP Ling Ming Daniel	18-Sep	4:20 PM
BlueForge Studios	A	LEE Cjeng, Jacob LIM Yi Qian SOH Emma Natalie LIM Kathleen Xiang Xuan QUEK Owen En Liang TAN Rui An RYAn GOH Jing Hui Ashley TSAN Ming Pin, Owen	18-Sep	4:40 PM
Asgard Studios	A	CHONG Wah Yi SLOW Rayven AURORA Zefanya KOK Chun Ho ONG Junkang ZHUO Yuanqin LEONG Xin Ru Sharmaine LEOW Clement Seng Woon	18-Sep	5:00 PM
Quaso	A	HAN WEI Dylan LIM Li Hui, Trina TAN Wei Zhen YONG Yip Han, Edgar LIANG Hongjie NG Xing Zhi, Solomon KOK Timothy Min Wei TAN Wei Xiang Xavier	18-Sep	5:20 PM
Dead By Midnight	A	CAI Wenjin SIM Mong Chuan TEO Wen Xi HEAR Li Heng SIA Xin Tian TAN Kang Zheng LOW Jovan Zhuo Wen WONG Weng Kit, Zephan	18-Sep	5:40 PM

MR3A (Room beside Dali 3A)

Common Mistakes	A	LOKE Wei Zhi, Benjamin LOW Ee Loong BIN MOHAMMAD FADILAH Mohammad Shaqeel CHAN Shawn Weng Kwang LEE Marcus YEO Kaixun, Justin CHAI Kieran Si Yuan YEE Joel Yong Yi	20-Sep	9:20 AM
Soldiers Of Liberation	A	ANG Jie Le Jet BIN ABDUL RAHIM Muhammad Dzulhafiz LEE Wilmer Jun Rong LYE Pin Liang, Xavier CHONG Joey Jing Wen YONG Kai Yi, Jeryl YONG Yun Jing WOO Derrick Ze Bin (Ghost Member)	20-Sep	9:40 AM
Cheese	A	BINTE MASNAWI Mariah Tahirah CHUA Joey Jun Yu SIM Shi Jie Shaun SINGH Jaasmeet LEM Hui Yan NG Huai Yu LIM Yvonne NG Shao Kang	20-Sep	10:00 AM
Illusion	A	CHUA Ian Rong Bin GOUTHAMAN Ramalingam LIN Zhaozhi WEI Jingsong JIANG Zhenni TAN Trevis Jia Hui LEE Yun Hang, Darren WEE Ashley	20-Sep	10:20 AM
Pawsitive	A	FOONG Jun Wei HO Brandon Jun Jie LIEW Yeni ONG You Yang YAMIN Krystal TAN Jarran Yan Zhi LAI Kar Lonng LEONG Aixian	20-Sep	10:40 AM
Goofy Goobers	B	GOH Jun Lin Wayne KWEK Sean Chin Huat OH Yee Kai GOH Aaron Sze Yuen Flor TAN Zhi Qun, John TEO Wei Kang BINTE MOHD YUSOF Siti Khadijah HO Xuan Wen Vivian	22-Sep	9:20 AM
NightKnight	B	LING Khai Jung Ernest NAM Kai Zhe SUN Wei Hao TAN Bing Rui, Alexis BINTE SHODIKIN Nur Khaleesa TAN Eng Kiat Clifford LIM Cammy Zhi Yu LIM Ying Xin Matilda	22-Sep	9:40 AM
Oui Uninteractive	B	CHAN Aaron Jun Xiang LOW Wang Chun, Mark TAN Angus Yit Hoe CHEAH Tristan Tze Hong HWANG Jing Rui, Austin QUEK Cheng Kwang Emery ANG Jia Yun Jamie POH Jia Ying Beatrice	22-Sep	10:00 AM
Warriors Of Liberation	B	BIN USMAN Muhammad Ridhwan LIM Geng Yang LOW Zhi Sheng Kitson LOW Zhi Liang Javier SEETOH Wei Tung TAY Aloysius How Chew BINTE YUSOFF Dhaniyah Farhanah PAN Yu Xuan, Rene	22-Sep	10:20 AM

Week 4 Lab

Use this time to plan
for your presentation and demo

M1 Proof of Concept Presentation

Presentation Submission Deadline

Monday

**25 Sep 2023
1200 hours**

Moodle

**Presentation Slides, Demo, Executables
TeamName_M1_Presentation.zip**

Week 5 Presentation

Check out the Presentation Order for
Class A and B

Class A: Mon & Wed

Class B: Mon & Fri

Week 5 Presentation

If your team presents on Monday,
you do not need to attend
Wednesday's/Friday's presentation.

But you must still sign your attendance and come for lab on Wed/Fri.

Week 5 Presentation

If your team presents on Wed/ Fri,
you do not need to attend Monday's
presentation.

But you must still sign your attendance and come for lab on Monday.

Week 5 Attendance

Attendance is still required for Week 5.

Attendance QR will be shown at Pascal.
Do not send QR codes to your classmates.

Presentation requirements

- If any team is late for the presentation, they will be considered absent
- Do not go over 8 minutes
- Use your laptop (with HDMI) for presentation
 - Do a test-run rehearsal
 - Test your audio (if any)
 - Test the mic

Team Presentation Grading

- Requirements
- Presentation and Visual Design
- Milestone Plan and Risk & Mitigations
- Team Grading

Presentation Rubrics (Penalties)

No	Category	Requirement	Rubric description	Teacher description
6111	TEAM	Required	[Requirements] Presentation is kept within 8 minutes.	If the presentation went over 8 minutes, this rubric will be mark "Missing".
6112	TEAM	Basic	[Requirements] Every team member must participate in at least 2 out of 3 presentations (M1, M2, M3).	Please indicate on Student Sheet who is presenting in the current milestone. Any individual who didn't participate in 2 out of 3 presentations will get a 1-letter grade penalty in their final grade unless they have valid MC or excuses.
6113	TEAM	Basic	[Requirements] None of the presenters is using a script when presenting and every presenter makes an effort to give eye contact to the audience from time to time.	Please rehearse at the presentation venue and get used to the venue setup, microphone and computer volume.
6114	TEAM	Basic	[Requirements] Individuals playing the demo should not be presenting.	There should be one individual operating the slides/demo (can be swapped), while the others present the slide/ demo. Playing the demo while presenting is not considered as you have presented. (Rubric 6111)

Presentation Rubrics

No	Module	LAST NAME First Name	Primary Role	Secondary Role	Champion	Present for M1 (YES or NO)	
1	RTIS	HOSRY Elie				YES	Rubric 6111 will be marked as Missing if Column H is not filled up correctly.
2	RTIS	HOSRY Elie				YES	
3	RTIS	HOSRY Elie				YES	
4	IMGD	HOSRY Elie				YES	
5	UXGD	GOH Jing Ying				YES	
6	UXGD	LEE Alwyn				YES	
7	UXGD	LIEBNITZ Holger				YES	
8	BFA	KEH Choon Wee				YES	

All the above fields must be filled in.

Show this page at the end of your presentation

Presentation Rubrics (Presentation)

6115	TEAM	Basic	[Presentation] Clear introduction and overview of the project with a working Demo without major hiccups.	Teams with UXGD must showcase a working demo of the game concept using Unity. Teams can also showcase their current Custom Engine status. Teams without UXGD must showcase a working demo using the Custom Engine.
6116	TEAM	Advanced	[Presentation] Well-prepared presentation, smooth transitions between sections of the presentation and presenters, along with well coordination presenter and slide coordinator.	Rubrics 6115 must be completed.
6117	TEAM	Advanced	[Presentation] The presentation was engaging and outstanding, loud and clear, leaving a good impression.	
6118	TEAM	Exceptional	[Presentation] Most of the presenters showed confidence during the presentation delivery, which was well executed, showing great enthusiasm and high-level energy.	Rubrics 6115 and 6116 needs to be at least Above Average.
6119	TEAM	Advanced	[Visual Design] Consistent and visually appealing presentation slide design that suits the project's theme.	
6120	TEAM	Advanced	[Visual Design] Effective use of colours, fonts, tables, diagrams, images/gifs, screenshots, animation, transitions or backgrounds enhances readability and presentation.	The slides' content is not too cluttered and easy to read/understand.

Presentation Rubrics

6121	TEAM	Basic	<p>[Risk and Mitigations]</p> <p>Identify potential risks and mitigations faced by the Tech, Design and Art Team.</p> <p>Definition: Risk mitigation is the process the team undertakes to reduce its exposure to the various risks it might face moving forward.</p>	The team should present risks and mitigations specific to your team rather than general risks like heavy school workload and bad time management. This rubric will be marked as "Missing" if the team does not present this during the presentation.
6122	TEAM	Extra	<p>[Risk and Mitigations]</p> <p>Identified unique risks related to the team and showed the effectiveness of proposed mitigation strategies and the feasibility and practicality of the mitigation plans.</p> <p>[Pre-req: 6121]</p>	Rubrics 6121 must be marked as "Completed", else this rubric will be marked as "Missing".
6123	TEAM	Basic	<p>[Milestone Plan]</p> <p>Shows clarity and coherence of the upcoming milestone plan for the Tech, Design and Art Team.</p>	This rubric will be marked as "Missing" if the team does not present this during the presentation.
6124	TEAM	Extra	<p>[Milestone Plan]</p> <p>Realistic objectives and tasks for the upcoming milestone with consideration of dependencies and potential challenges. [Pre-req: 6123]</p>	Rubrics 6123 must be marked as "Completed", else this rubric will be marked as "Missing".

Presentation requirements

Teams with UXGD **must present** Unity Prototype

Must be from executable, no Editor mode

Teams without UXGD **must present** the Game concept or
[optional] Custom Engine [if anything can be shown]

No pre-recorded gameplay video is allowed

Presentation Format and Suggestion

Content	Duration
Quick team introduction of every member	30s
Game Overview, One-Liner, Game Features	1 – 2 mins
Demo <ul style="list-style-type: none">Core Game Mechanics in Unity (for teams with UXGD) orGame Concepts in PPT, Figma or Unity (for teams without UXGD)[Optional] Custom Engine Demo	3 – 4 mins
Art Concept (mockup screens, characters, environment) (Teams with BFA)	1 – 2 mins
Plans for Milestone Plan 2 Tech, Design, Art	1 min
Risks & Mitigations What risks are identified by your team, and how does your team mitigate them?	1 min

Presentation Format and Suggestion

- Not all members are required to present
- Highly recommend rotating among yourselves for M1, M2 and M3
- We will penalize if we notice any members who do not present for any milestones!
- Ghost Members are not required to present

Presentation for Milestone Plan 2

Present the Milestone plans based on:

- Tech
- Design
- Art

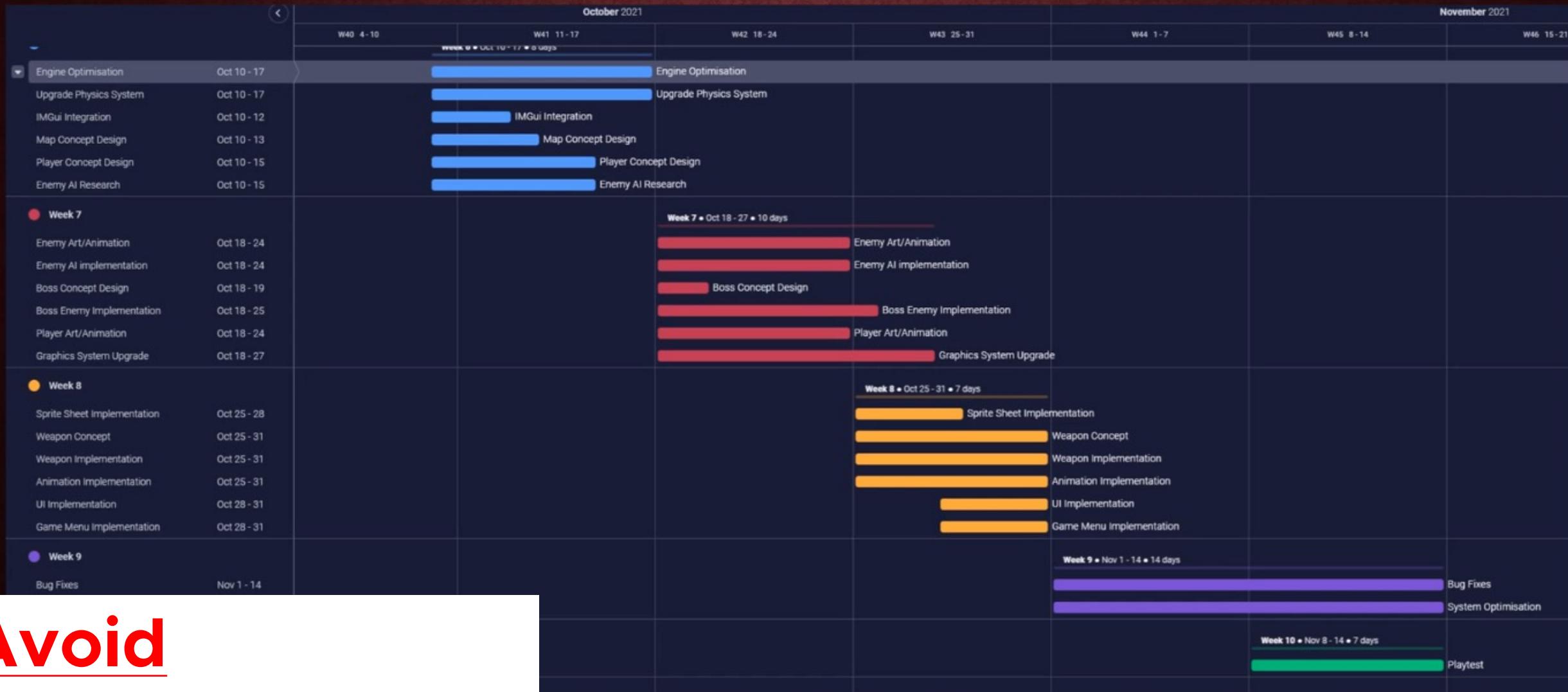
What does the team plan to do next?

These will give the instructors an idea of your priorities.

Presentation: Milestone Plan

What to avoid

GANTT CHART



Avoid
Hard to read

TIMELINE

Segment Prototype,
Editor Features

Week 11



Identifying Key Changes
required and Improving
UI/UX

Week 13



More polishing, fixing
bugs, Setting up
installer



Avoid

Hard to read

Testing with our
friends

Week 12

Polishing Gameplay / level
editor, Removing Bugs and
fixing major issues.

Week 14

TIMELINE

Segment Prototype,
Editor Features

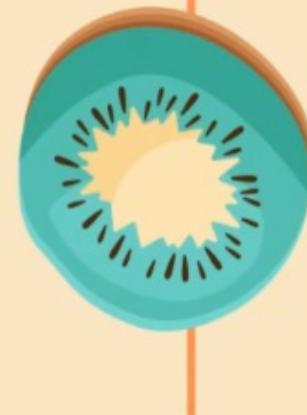


Week 10

Week 11

Testing with our
designers. Polishing
Editor & Physics

Identifying Key Changes
required and Improving
UI/UX



Week 12

Week 13

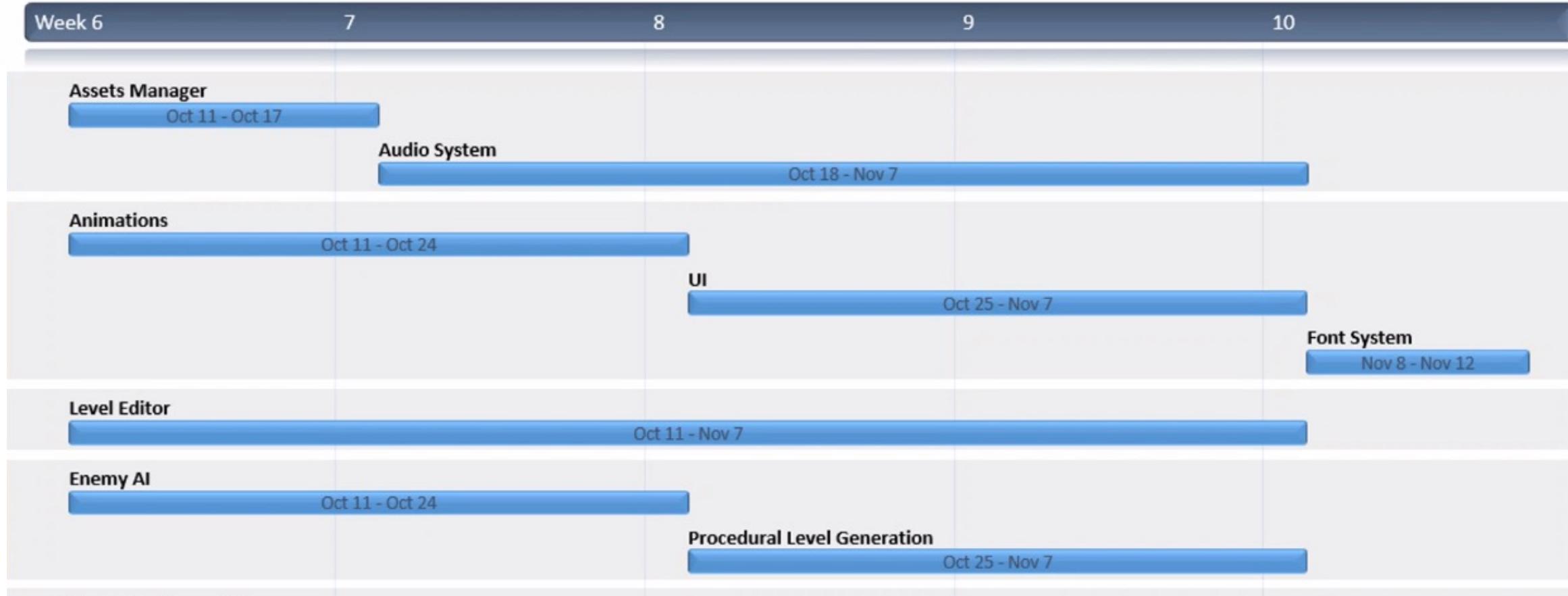
Polishing Gameplay / level
editor, Removing Bugs and
fixing major issues.

More polishing, fixing
bugs, Setting up
installer



Week 14

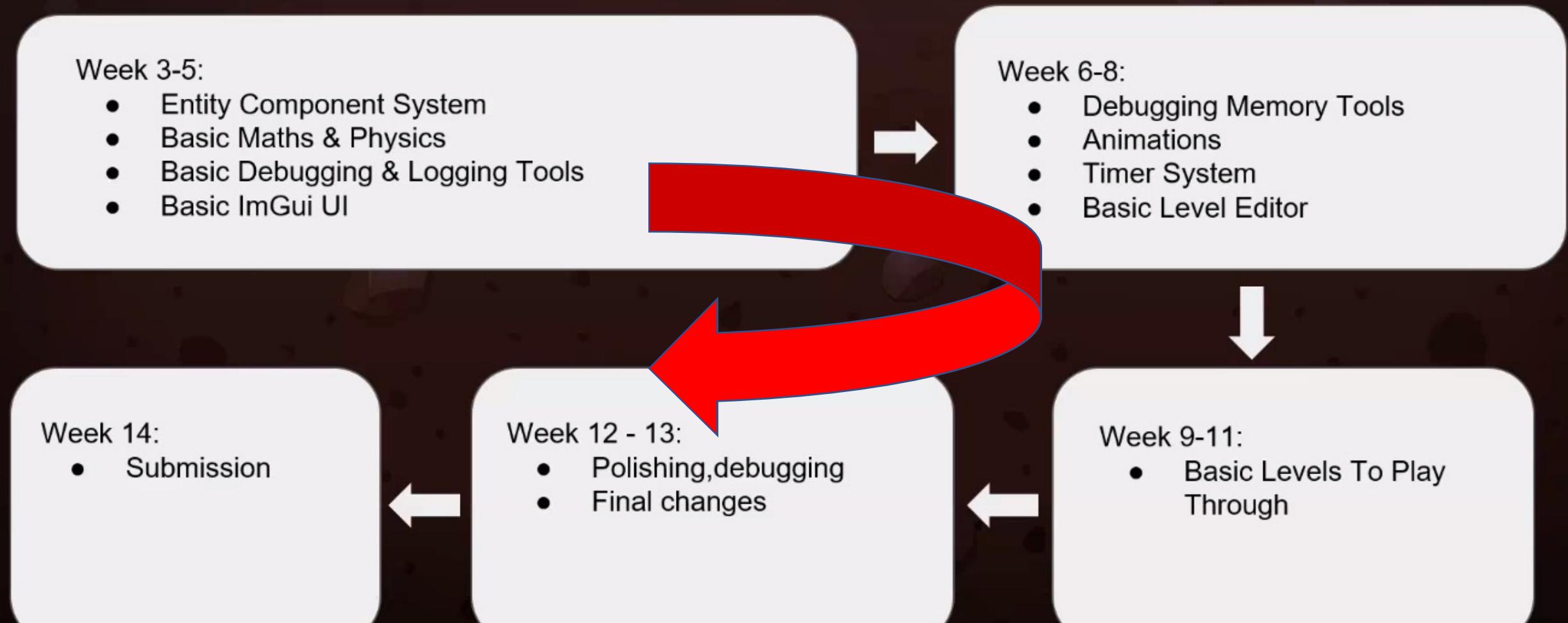
Milestone Timeline



Comments

Best to show overview or by Tech, Art, Design.
Hard to read Gantt chart in presentation

Timeline



Comments

Best to go in one direction. Present up to M2

Presentation: Milestone Plan

Good Examples

Our Plan Details



Week 6

- Planting crops
- GameState creation
- Player movement
- Animation

Week 7

- Growth for plants
 - Medical Bills
-
- UI for GameStates
 - AI Implementation

Week 8

- Buying & Selling
 - Day-night cycle
-
- AI Implementation

Week 9

- Wrap up delayed or remaining tasks from previous weeks

Week 10

- Cleanup
- Level Editor prep
- Playtest preparation

Engine - Sprint 3 (Week 6-7)

HIGH
PRIORITY!

MID
PRIORITY!

LOW
PRIORITY!

- Advanced graphics (lights, shadows, post-processing)
- AI (State machine), useful for customer AI
- Scripting (mono c#)
- In-game UI (Full UI, buttons, text, etc.)

- Play/Stop
- Advanced Physics (stacking)

- Particle System



Milestone Plan Details - Tech



Week 6

- Game Object
- Factory
- ImGUI
- Serialisation

Week 7

- State Machine
- Scripting
- Physics (Force)

Week 8

- Level Editor
- Performance
- Viewer
- Collision Response

Week 9

- Font System
- AI

Presentation: Risks & Mitigations

Examples

Risks and Mitigations for M2

List down a couple of the risks that your team will be facing:

- Tech
- Design
- Art

These Risks and Mitigations should be unique to your team!

Risks and Mitigations for M2

Example:

Side scrolling action-based platformer

Tech

Risks	Mitigations
Lack of knowledge in programming enemy AI behavior system	

Tech

Risks	Mitigations
Lack of knowledge in programming enemy AI behavior system	<ul style="list-style-type: none">• Research online for C++ references• Analyse similar games and replicate their systems• Consult Elie and DY for advice

Design

Risks	Mitigations
Lack of knowledge in Level and Enemy Design	

Design

Risks	Mitigations
Lack of knowledge in Level and Enemy Design	<ul style="list-style-type: none">• Research online how other games designed their levels• Design different concepts and review with the team and design instructors

Art

Risks	Mitigations
Lack of knowledge in designing different enemy AI action sprites	

Art

Risks	Mitigations
Lack of knowledge in designing different enemy AI action sprites	<ul style="list-style-type: none">• Analyse similar games and replicate their systems• Consult Keh for advice

Risk and Mitigations for M2

Bad Examples:

- Not enough time
- Too many deadlines

Presentation: Risk & Mitigations

What to avoid

Risk & mitigation 1

Risk: Most of the members do not have experience or the knowledge on how to start making our own game engine so we really struggled in the beginning.

Mitigation: We decided to approach the professors to get some advice on how to start and we also referred to the sample game engine given to us to study more on how a game engine works.

Avoid

Too much text on the slides.



Risks and Mitigations

- ★ We understand that we are behind schedule
 - Make-up by putting in the hours and having daily code sprints together.
- ★ Risk being unable to cope with pressure of workload
 - Asking support from TA's and Teachers
- ★ Low morale due to external/internal issues
 - Being open to communicate between one another, with mutual respect

Avoid

Too much text on the slides.

Bullet points are hard to understand

Risk and Mitigations

Unclear goals

- Re-evaluate our priorities
- Set up a time frame for the goals to be completed

Lack of Progress

- Understand why is that the case.
- Take measures to avoid it in the future.



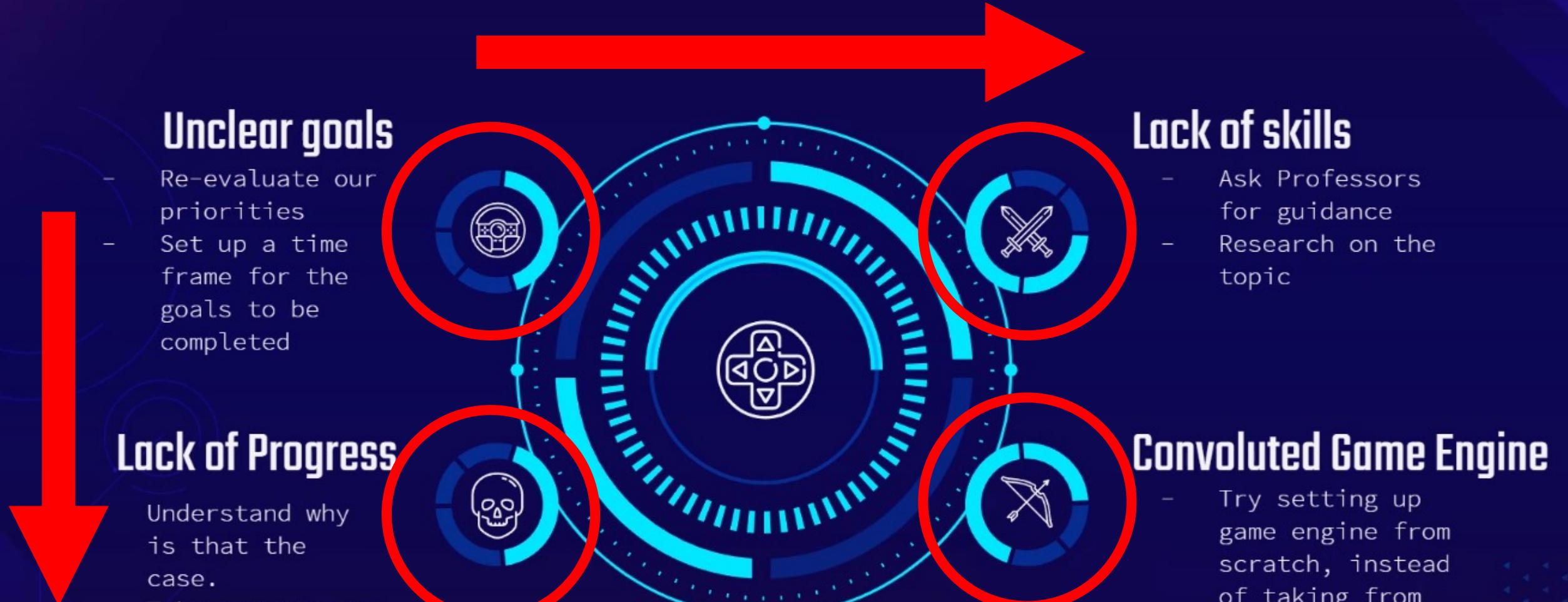
Lack of skills

- Ask Professors for guidance
- Research on the topic

Convoluted Game Engine

- Try setting up game engine from scratch, instead of taking from the sample engine

Risk and Mitigations



Recommendations

Either go left to right, or up down

M1 Proof of Concept

Submission

Submission Deadline

Friday

**29 Sep 2023
1800 hours**

Unique OneDrive Team Folder

Submission: M1 Proof of Concept

Tech

Submission Requirements (Tech)

Custom Engine (Entire Microsoft Visual Studio 2022 Project)

- Builds in x64, Debug and Release modes with **0 errors and 0 warnings**
 - Window SDK Version: 10.0
 - Platform Toolset: Visual Studio 2022 (v143)
- Tools included: level editor (if any), all additional external libraries in place
- It should be able to compile and run with no issues!
- Add a "ReadMe" file explaining any special setup/input
 - Example: Visual Studio setup, Release vs Debug modes, if any
 - This file must be pasted near the ".sln" file location
- Your code must be **documented**
 - Add header files for all code files (this may include shared authors i.e. primary, secondary...)
 - Comment all your functions, classes, structs...
 - Comment your internal code usage, especially areas that looks complicated or with new concepts

Submission Requirements (Tech)

Custom Engine (Entire Microsoft Visual Studio 2022 Project)

Notes:

- Validate that all your assets and libraries' paths are relative to your project's location
- Test your project on different lab machines before submission!
- Project must be cleaned before submission
 - Example: delete ".vs" file
 - Remove unused files/data
- If an error occurs in the project setup, or the instructor cannot build/run the demo/output, the team will be asked for re-submission (**painful penalty**)!

Submission Requirements (Tech)

File Format:

 YourTeamName_Tech.zip

↳ YourTeamName_CustomEngine (entire visual studio project)

Submission Requirements (Tech)

Technical Design Document (submission on Moodle)

- This is your first TDD version
(not graded but essential to understand your current architecture)
- Follow the instructions provided in "[CSD2401-TDD-Outline.docx](#)" file

Submission: M1 Proof of Concept

Team with UXGD

Submission Requirements (Teams with UXGD)

- Unity Prototype executable with readme file
- Game Concept Document
 - Template is available in Notion

File Format:

- 📁 YourTeamName_Design.zip
 - ↳ YourTeamName_UnityPrototype (unity will export several files including exe)
 - ↳ YourTeamName_Readme.txt
 - ↳ YourTeamName_ConceptDocument.pdf

 Add icon  Add cover

Game Concept Document

 Created By  Alwyn Lee

 Type Document

 Created August 26, 2022 8:44 AM

 Last Edited Time August 26, 2023 12:15 PM

+ Add a property

 Add a comment...

[Game Title]

Short summary pitch of the game (You are <who> in a <where>, trying to <what>)

Themes

- Theme(s) of the story and mechanics
- Setting

Game Genre

- List in order of importance if multiple
- Specify camera view (eg. Side-view, top-down, RPG view, etc.)

Every Team should progressively update their GCD to become a full GDD by M6

Submission: M1 Proof of Concept

Team without UXGD

Submission Requirements (Teams without UXGD)

- Game Prototype with readme file (if any)
- Game Concept Document
 - Template is available in Notion

File Format:

- 📁 YourTeamName_Design.zip
 - ↳ YourTeamName_UnityPrototype (if any)
 - ↳ YourTeamName_Readme.txt (if any)
 - ↳ YourTeamName_ConceptDocument.pdf

Submission: M1 Proof of Concept

Team with BFA

Submission Requirements (Teams with BFA)

Art Proof of Concept Document (pdf)

- High Concept (Game description, Art direction, Treatment etc)
- Characters (Concepts, Final art, turnaround, studies and write-up etc)
- Environment, Props, VFX (if any)
(Concepts, Final art, turnaround, studies and write-up etc)
- UI (Concepts, Final art, turnaround, studies and write-up etc)
- Mock Up Screens

File Format:



YourTeamName_Art_BFA_M1.pdf

Submission Requirements (Teams with BFA)

- Please refer to Lecture (on Moodle) – Creating Proof of Concept
- You are encouraged to use **PowerPoint** to collate all these POC materials and export a PDF file for M1 submission. This is so that you can use **this same file** to expand upon, add, tweak or any other revisions for your subsequent Milestone submissions as MS 2 and beyond, you would need to submit pptx files for the ART document.
- Please refer to POC examples in your MS Team Channel. You are encouraged to show Keh your POC for review and feedback before your submission.

Submission: M1 Proof of Concept

Team without BFA

Submission Requirements (Teams without BFA)

Art Concept Document (suggest using PowerPoint for layout)

- Proof of Concept

File Format:

 YourTeamName_Art_M1.pdf

Submission Requirements (Teams without BFA)

- Refer to the **Art Rubrics** (not ArtBFA) for details
- You are encouraged to show Keh, JY, or Holger your POC for review and feedback before your submission.

Submission: M1 Proof of Concept

Production

Submission Requirements (Production)

Rename the rubrics file to:

YourTeamName_M1.xlsx

Make sure all required rubrics are tested!

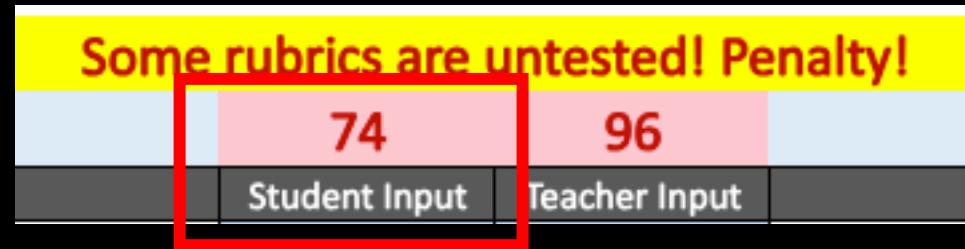
Record gameplay footage:

YourTeamName_Gameplay.mp4

Compulsory for all teams with UXGD

Optional for teams without UXGD

No rubrics should be left Untested



DEBUGGING TOOLS				COMPULSORY RUBRICS FOR EVERY TEAM				BACK TO TOP		
No	Category	Requirement	Rubric description	Teacher description	Provide explanation	Student Input	Teacher Input	Teacher Comments		
1301	TECH	Critical	Debugging tools is available	Engine must have a way to display debugging information. Tools are used to help the programmers visualize information on the game screen. e.g. Win32 console to print out information.		Untested	Untested			
1302	TECH	Basic	Performance data is available	At least you should be able to display/showcase the FPS of the simulation, at runtime. The FPS can be displayed, using a font or in the window's title bar, or in the console or using a GUI library. Explain how to check this under "Provide explanation".		Untested	Untested			
1303	TECH	Advanced	In-game performance viewer	Able to display each system's time consumption per game loop, in %, compared to the overall game loop time. Think about it as if you have individual delta-time for each system in your engine. An example of this output can be: -Physics system 5% of the total game loop time -Graphics system 30% of the total game loop time -... Having this kind pf performance visualizer will enable the tech people to identify bottle necks e.g. which system is consuming the most of your game loop time. Explain how to test this under "Provide explanation".		Untested	Untested			

Provide Explanation

DEBUGGING TOOLS							COMPULSORY RUBRICS FOR EVERY TEAM			BACK TO TOP
No	Category	Requirement	Rubric description	Teacher description	Provide explanation	Student Input	Teacher Input	Teacher Comments		
1301	TECH	Critical	Debugging tools is available	Engine must have a way to display debugging information. Tools are used to help the programmers visualize information on the game screen. e.g. Win32 console to print out information.		Untested	Untested			
1302	TECH	Basic	Performance data is available	At least you should be able to display/showcase the FPS of the simulation, at runtime. The FPS can be displayed, using a font or in the window's title bar, or in the console or using a GUI library. Explain how to check this under "Provide explanation".		Untested	Untested			
1303	TECH	Advanced	In-game performance viewer	Able to display each system's time consumption per game loop, in %, compared to the overall game loop time. Think about it as if you have individual delta-time for each system in your engine. An example of this output can be: -Physics system 5% of the total game loop time -Graphics system 30% of the total game loop time -... Having this kind pf performance visualizer will enable the tech people to identify bottle necks e.g. which system is consuming the most of your game loop time. Explain how to test this under "Provide explanation".		Untested	Untested			

Provide Explanation

(UXGD) CONCEPT DOCUMENT				Your team has UXGD. Do not leave any rubric 'Untested'!				BACK TO TOP	
No	Category	Requirement	Rubric description	Teacher description	Provide explanation	Student Input	Teacher Input	Teacher Comments	
2101	DESIGN-UXGD	Critical	The Game Concept document contains the necessary basic information that describes the core gameplay mechanics, objective/ goal, theme, genre, game loop, level/ progression design and game references.	The game concept document should not exceed 15 pages, excluding the Cover, TOC, and Appendices. Please note that you should continuously update this document, and there will be a final submission at M6.		Untested	Untested		
2102	DESIGN-UXGD	Basic	The Game Concept document is decently written and contains sufficient information to allow readers to understand what the game is about.	Any unclear parts in the core gameplay mechanics, objective/ goal, theme, genre, game loop, basic level/ progression design and game references may result in a penalty.		Untested	Untested		
2103	DESIGN-UXGD	Basic	The Game Concept document includes a Feature Design section which considers the technical feasibility and available resources. This must be evaluated with the tech team's help and match the needs of the game design.	Technical feasibility can be evaluated with a list of required/planned features in the custom engine, like tiles, maps, physics, collision, level/ dialogue editor, enemy AI, etc.		Untested	Untested		
2104	DESIGN-UXGD	Advanced	[Game Features] All game systems, features and mechanics support each other well.	Example: If killing an enemy drops resources, what is the use of the resources in the game? There should not be any system, feature or mechanic with no purpose in the game design.		Untested	Untested		
2105	DESIGN-UXGD	Advanced	[Presentation, Clarity and Organization] The overall quality of the writing and presentation is clear and concise, with neat formatting and appropriate use of visuals to support the explanation.	This can include an adequate amount of diagrams, images, references, and tables that enhance the explanation of the game concept. The overall quality will be evaluated. Inserting a few images does not automatically mean you have completed the rubric.		Untested	Untested		
2106	DESIGN-UXGD	Advanced	[Additional Information] The Game Concept document includes additional quality information that further enhances the readers' understanding of the game concept.	Rubrics 2101 and 2102 must be completed first to complete this rubric. Anything not listed in Rubric 2101 can be considered. Please list down what are the additional information in the explanation. The quality of the information will be evaluated.		Untested	Untested		

Fill up the Student Sheet correctly

Team Name	
Game Name	

No	Module	LAST NAME First Name	Email Prefix	Milestone Grade
1	RTIS	HOSRY Elie	ehosry	
2	RTIS	HOSRY Elie	ehosry	
3	RTIS	HOSRY Elie	ehosry	
4	IMGD	HOSRY Elie	ehosry	
5	UXGD	GOH Jing Ying	jingying.goh	
6	UXGD	LEE Alwyn	alwyn.lee	
7	UXGD	LIEBNITZ Holger	holger.liebnitz	
8	BFA	KEH Choon Wee	choonwee.keh	

Please make sure to use the Name format given by the Production Instructor or the global Team list provided.

Main Game Component
ACTION OR REAL-TIME COMBAT

Wrong naming convention or order will result in a penalty in Rubric 6104.

No	Module	LAST NAME First Name	Primary Role	Secondary Role	Champion	Present for M1 (YES or NO)
1	RTIS	HOSRY Elie				YES
2	RTIS	HOSRY Elie				YES
3	RTIS	HOSRY Elie				YES
4	IMGD	HOSRY Elie				YES
5	UXGD	GOH Jing Ying				YES
6	UXGD	LEE Alwyn				YES
7	UXGD	LIEBNITZ Holger				YES
8	BFA	KEH Choon Wee				YES

Rubric 6112 will be marked as Missing if Column H is not filled up correctly.

All the above fields must be filled in.

M1 Submission (Teams with UXGD & BFA)

YourTeamName_Tech.zip

YourTeamName_Design.zip

YourTeamName_Art_BFA_M1.pdf

YourTeamName_M1.xlsx

YourTeamName_Gameplay.mp4

Fri, 29 Sep, 1800 hrs

M1 Submission (Teams without UXGD & have BFA)

YourTeamName_Tech.zip

YourTeamName_Design.zip

YourTeamName_Art_BFA_M1.pdf

YourTeamName_M1.xlsx

YourTeamName_Gameplay.mp4 (optional)

Fri, 29 Sep, 1800 hrs

M1 Submission (Teams with UXGD & no BFA)

YourTeamName_Tech.zip

YourTeamName_Design.zip

YourTeamName_Art_M1.pdf

YourTeamName_M1.xlsx

YourTeamName_Gameplay.mp4

Fri, 29 Sep, 1800 hrs

M1 Submission (Teams without UXGD & BFA)

YourTeamName_Tech.zip

YourTeamName_Design.zip

YourTeamName_Art_M1.pdf

YourTeamName_M1.xlsx

YourTeamName_Gameplay.mp4 (optional)

Fri, 29 Sep, 1800 hrs

Submission Example of Team with BFA and no UXGD

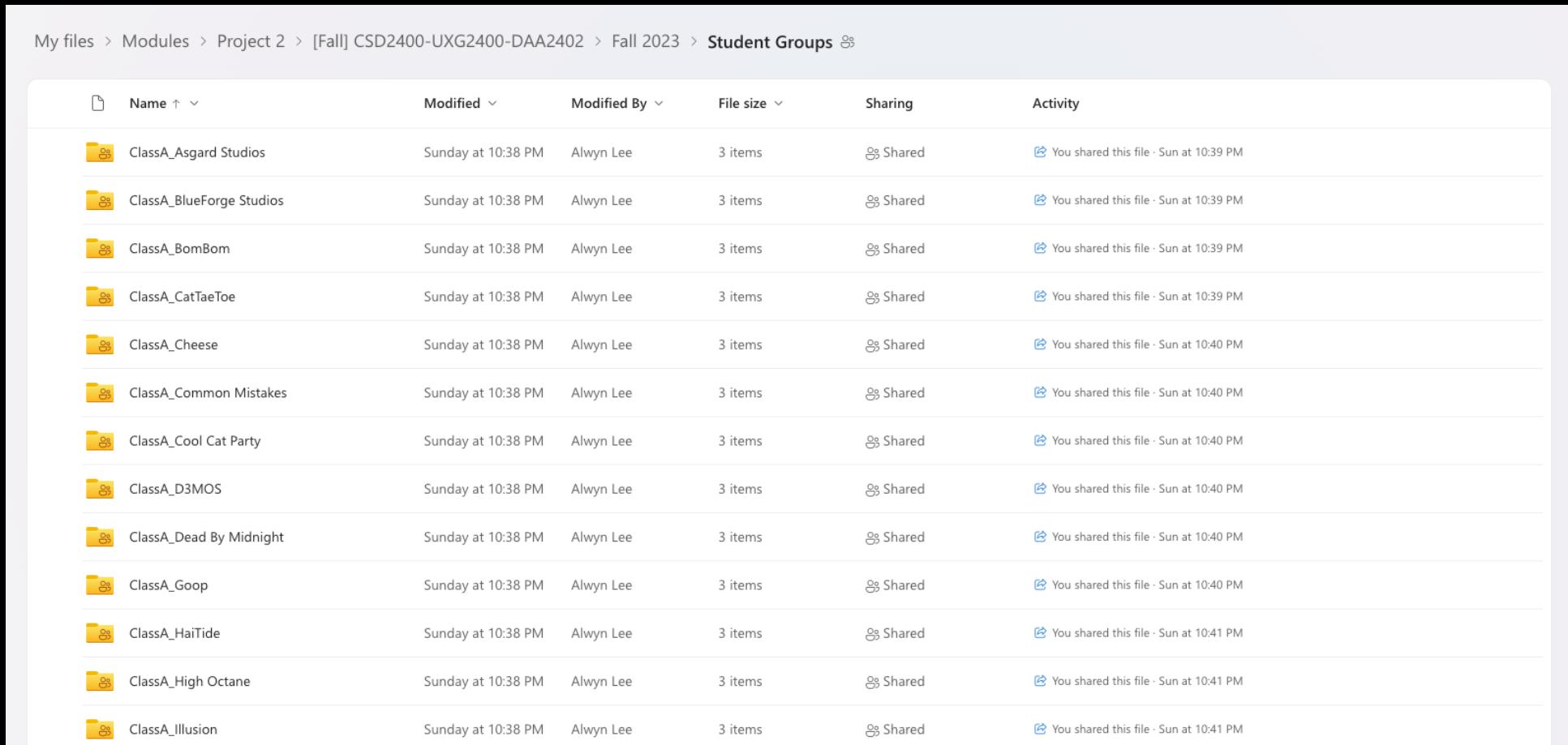
Cool Cat Party will name their files as:

- CoolCatParty_Tech.zip
- CoolCatParty_Design.zip
- CoolCatParty_Art_BFA_M1.pdf
- CoolCatParty_M1.xlsx

Teams will get a penalty for naming their files wrongly!

How and Where to submit

Each team has been given **a unique OneDrive Link**
Do not share with anyone else except your team



The screenshot shows a OneDrive folder structure. At the top, the path is indicated: My files > Modules > Project 2 > [Fall] CSD2400-UXG2400-DAA2402 > Fall 2023 > Student Groups. Below this, there is a table listing 12 items, each represented by a folder icon and a name starting with 'ClassA_'. The columns in the table are: Name, Modified, Modified By, File size, Sharing, and Activity.

Name	Modified	Modified By	File size	Sharing	Activity
ClassA_Asgard Studios	Sunday at 10:38 PM	Alwyn Lee	3 items	Shared	You shared this file - Sun at 10:39 PM
ClassA_BlueForge Studios	Sunday at 10:38 PM	Alwyn Lee	3 items	Shared	You shared this file - Sun at 10:39 PM
ClassA_BomBom	Sunday at 10:38 PM	Alwyn Lee	3 items	Shared	You shared this file - Sun at 10:39 PM
ClassA_CatTaeToe	Sunday at 10:38 PM	Alwyn Lee	3 items	Shared	You shared this file - Sun at 10:39 PM
ClassA_Cheese	Sunday at 10:38 PM	Alwyn Lee	3 items	Shared	You shared this file - Sun at 10:40 PM
ClassA_Common Mistakes	Sunday at 10:38 PM	Alwyn Lee	3 items	Shared	You shared this file - Sun at 10:40 PM
ClassA_Cool Cat Party	Sunday at 10:38 PM	Alwyn Lee	3 items	Shared	You shared this file - Sun at 10:40 PM
ClassA_D3MOS	Sunday at 10:38 PM	Alwyn Lee	3 items	Shared	You shared this file - Sun at 10:40 PM
ClassA_Dead By Midnight	Sunday at 10:38 PM	Alwyn Lee	3 items	Shared	You shared this file - Sun at 10:40 PM
ClassA_Goop	Sunday at 10:38 PM	Alwyn Lee	3 items	Shared	You shared this file - Sun at 10:40 PM
ClassA_HaiTide	Sunday at 10:38 PM	Alwyn Lee	3 items	Shared	You shared this file - Sun at 10:41 PM
ClassA_High Octane	Sunday at 10:38 PM	Alwyn Lee	3 items	Shared	You shared this file - Sun at 10:41 PM
ClassA_Illusion	Sunday at 10:38 PM	Alwyn Lee	3 items	Shared	You shared this file - Sun at 10:41 PM

How and Where to submit

- Upload the submissions to the correct Milestone folder
- Do not **remove/ delete /modify** any files after submission
(29 Sep, 1800 hours)

My files > Modules > Project 2 > [Fall] CSD2400-UXG2400-DAA2402 > Fall 2023 > Student Groups > ClassA_Asgard Studios

Name	Modified	Modified By	File size	Sharing	Activity
M1	Sunday at 10:38 PM	Alwyn Lee	0 items	Shared	
M2	Sunday at 10:38 PM	Alwyn Lee	0 items	Shared	
M3	Sunday at 10:38 PM	Alwyn Lee	0 items	Shared	

Responsibilities

Mark all Rubrics and Submit on Time.
Make sure Student Input = 0

Some rubrics are untested! Penalty!

74 96

Student Input Teacher Input

6101	TEAM	Critical	<p>The team has submitted all the required items as instructed by Instructors before the deadline.</p>	<p>The production instructor will announce the submission requirements in Week 4. Do not open/ modify the files in the OneDrive folder after submission.</p> <p>Above Average: < 6 hours late submission Average: < 12 hours late submission Minimal: < 24 hours late submission Missing: > 24 hours late submission.</p>
6102	TEAM	Required	<p>No rubrics are left in "Untested" status.</p> <p>If your team has no BFA, please waive Art-BFA. If your team has BFA, please waive Art. If your team has UXGD, please waive Design. If your team has no UXGD, please waive Design-UXGD.</p>	<p>Please check through all the rubrics.</p> <p>Above Average: < 4 untested rubrics Average: < 8 untested rubrics Minimal: < 12 untested rubrics Missing: > 12 untested rubrics</p>

Responsibilities

Make sure everyone in your team checks all the file submissions
Penalty is given to the respective Major

6105	TECH	Critical	The team does not need to resubmit a new build of the Visual Studio project.	This rubric will only be marked as "Missing" when any Instructor requires the Tech to resubmit their project!
6106	TECH	Required	All the required items for Tech have been submitted correctly, as instructed by Tech Instructor. Please fill up the list of libraries used (at the bottom of the sheets).	Please make sure to watch the Production lecture for the submission requirements.
6107	DESIGN-UXGD DESIGN ART	Required	All the required items for DesignUXGD, Design and Art have been submitted correctly, as instructed by Design Instructor.	Please make sure to watch the Production lecture for the submission requirements.
6108	ART-BFA	Required	All the required items for ArtBFA have been submitted correctly, as instructed by ArtBFA Instructor.	Please make sure to watch the Production lecture for the submission requirements.

Responsibilities

Waive **both Student and Teacher Input** if you have no BFA or UXGD.

No	Category	Requirement	Rubric description	Teacher description	Provide explanation	Student Input	Teacher Input	Teacher Comments
5101	ART	Required	Submit [Non-BFA Art Proof of Concept] document in PDF format.	Maximum of 10 pages excluding the cover page and TOC. Suggest using PowerPoint.		Waived	Waived	
5102	ART	Basic	The document must include art references or concept art for characters, sprites/ animations, NPCs, menus, environments, menu layouts, or HUD/UI items.	If your game has no characters (Tetris/ Match4/ Puzzle), demonstrate concepts for objects and elements instead. Please make sure to include links/ citations of the art references. You may use AI-generated art as references, but they cannot be used in the game. The quality of the document will be evaluated.		Waived	Waived	
5103	ART	Advanced	[Clarity and Organization] The document is clear, organised, well-formatted and easy to understand.	The overall quality of visuals, descriptions, presentation, and supporting references will be evaluated.		Waived	Waived	

No	Category	Requirement	Rubric description	Teacher description	Provide explanation	Student Input	Teacher Input	Teacher Comments
4201	ART-BFA	Critical	Conceptual Design works done for Characters. Sufficient concept designs and research done for characters.	Poor character designs or insufficient effort put into research and work will be penalised here. Curate your best conceptual art and put them into the POC. Research materials and work done that are not presented in POC should be featured and explained in your IMR.		Waived	Waived	
4202	ART-BFA	Required	Main characters design completed. Designs look decent and should showcase your understanding of anatomy. Good draftmanship of work is expected.	Your main character and 1 enemy (or NPC) should be completed. Poor draftsmanship, consistency, and understanding of anatomy will be penalised here.		Waived	Waived	
4203	ART-BFA	Advanced	Appealing character designs. Consistency in terms of styles and art direction.	Overall, appealing character designs and good draftsmanship. Designs suit the game concept well.		Waived	Waived	

No	Category	Requirement	Rubric description	Teacher description	Provide explanation	Student Input	Teacher Input	Teacher Comments
2101	DESIGN-UXGD	Critical	The Game Concept document contains the necessary basic information that describes the core gameplay mechanics, objective/ goal, theme, genre, game loop, level/ progression design and game references.	The game concept document should not exceed 15 pages, excluding the Cover, TOC, and Appendices. Please note that you should continuously update this document, and there will be a final submission at M6.		Waived	Waived	
2102	DESIGN-UXGD	Basic	The Game Concept document is decently written and contains sufficient information to allow readers to understand what the game is about.	Any unclear parts in the core gameplay mechanics, objective/ goal, theme, genre, game loop, basic level/ progression design and game references may result in a penalty.		Waived	Waived	
2103	DESIGN-UXGD	Basic	The Game Concept document includes a Feature Design section which considers the technical feasibility and available resources. This must be evaluated with the tech team's help and match the needs of the game design.	Technical feasibility can be evaluated with a list of required/planned features in the custom engine, like tile maps, physics, collision, level/ dialogue editor, enemy AI, etc.		Waived	Waived	

No	Category	Requirement	Rubric description	Teacher description	Provide explanation	Student Input	Teacher Input	Teacher Comments
3101	DESIGN	Critical	The Game Concept document contains the necessary basic information that describes the core gameplay mechanics, objective/ goal, theme, genre, game loop, level/ progression design and game references.	The game concept document should not exceed 15 pages, excluding the Cover, TOC, and Appendices. Please note that you should continuously update this document, and there will be a final submission at M6.		Waived	Waived	
3102	DESIGN	Basic	The Game Concept document contains sufficient information to allow readers to understand what the game is about.	Any unclear parts in the core gameplay mechanics, objective/ goal, theme, genre, game loop, basic level/ progression design and game references may result in a penalty.		Waived	Waived	
3103	DESIGN	Basic	The Game Concept document includes a Feature Design section which considers the technical feasibility and available resources. This must be evaluated with the tech team's help and match the needs of the game design.	Technical feasibility can be evaluated with a list of required/planned features in the custom engine, like tile maps, physics, collision, level/ dialogue editor, enemy AI, etc.		Waived	Waived	

Resubmission

Elie/ Alwyn will contact the Team via MS Teams or Email.

For any Resubmission

YourTeamName_Tech_Resubmission.zip

YourTeamName_Design_Resubmission.zip

YourTeamName_Art_Resubmission.pdf

HEAVY PENALTY!!

M1 Proof of Concept

Individual Milestone Report

Individual Milestone Reports

Submit via your respective Moodle pages

- csd2400f23-csd2401f23-combined.sg
- uxg2400f23-combined.sg
- daa2402f22-a.sg

Every individual must submit!

Fri, 29 Sep, 1800 hrs

Naming Convention for IMR

RTIS/ IMGD/ BFA

Mx_TeamName_LastName_FirstName_IMR.docx

UXGD

Mx_JY_TeamName_LastName_FirstName_IMR.docx

or

Mx_Holger_TeamName_LastName_FirstName_IMR.docx

M1 Grades

All instructors will try to finish their respective grading by the end of Week 7.

- We'll give you back the graded rubrics with feedback via the submission folder
 - Never share the graded rubrics outside your team!
- If any required face-to-face feedback meeting with your team, the instructor will inform and meet you during the lab of week 6
- Grades will be reflected on **Moodle** and **marked Rubrics**



M1 Proof of Concept Presentation Tips

Avoid

Lengthy Text

Too much information on the slides

Complex Layout

Reading from the slides

Recommended

Rehearse (make sure < 8 mins)

Turn off any notifications on your laptop

Use Simple Animations

Include game artwork/ gifs

Less Text and Big Fonts

Use the whole stage (LT6C, LT6D, LT5A)

Be CONFIDENT

Suggestion

Commercial Example

Press **esc** to exit full screen

SPY BETRAYAL

Take good care of your spies! Or else...



RESULT

Mission not completed.

Jamal Bond ran away with
your \$tarch!



-4,830

Okay

Log

! Mysterious Guard appeared!

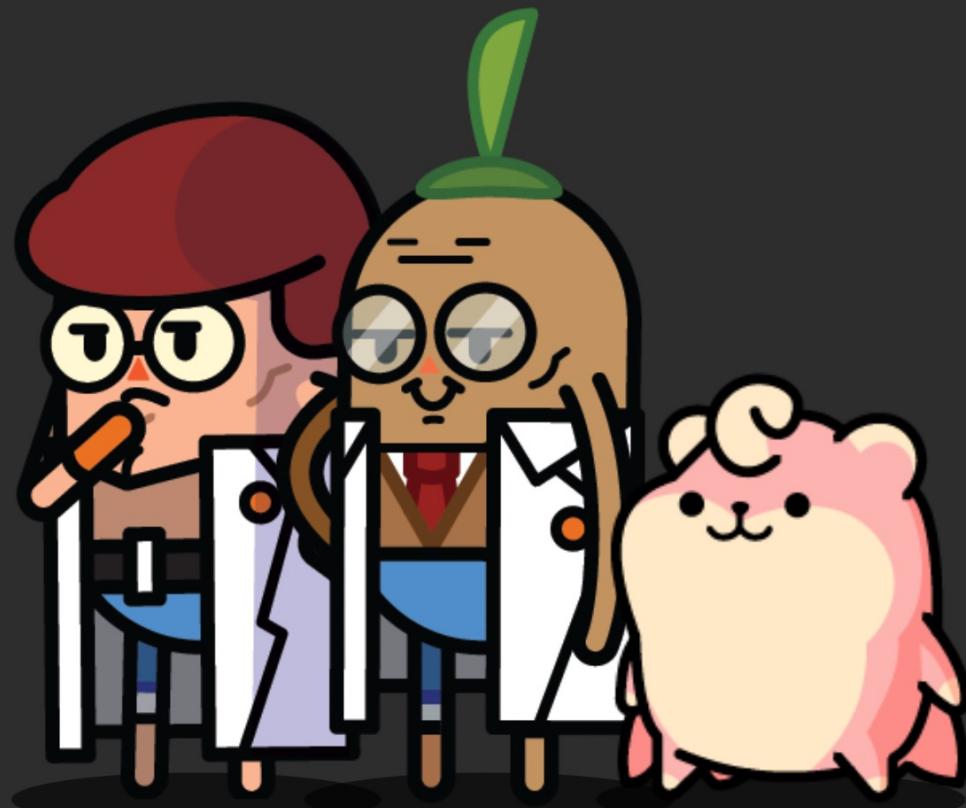
ABORT

FINISH

KEY FEATURES

- Manage and train potato spies
- Encounter pop-culture legendary spuds
- Splice new *Genetically Modified Potato* spies

- Customize and upgrade your spy HQ
- Plan covert missions and heists
- Build crazy gadgets, vehicles, and facilities!



Milestone Review and Peer Evaluation

Week 6

Submission Deadline

Friday

6 Oct 2023

1800 hours

csd2400f23-csd2401f23-uxg2400f23-daa2402f23-combined.sg

⊕ Week 6: 1 October - 7 October 



Milestone 1 Review and Peer Evaluation due 6 Oct 1800hrs 

Questions?