# ADS & IDJ2D: Semester Assignment

Digital Game Development

Rui Ribeiro <rmribeiro@ipmaiapt>

Jaime Fins < jfins@ipmaia.pt>

Instituto Politécnico da Maia - IPMAIA

# Main Objective

The main objective of this assignment is to **individually develop** a video game with the use of the Unity3D platform and the respective C# programing language.

The assignment is targeted to students of ADS and IDJ2D, therefore students enrolled in both classes can develop the same video game for the final assessment of the two subjects. However, if you are only enrolled in one of the subjects , **you only  need to fulfill that subject specific requirements.**

# Project Themes

1. Noir
2. Lost Memories
3. Flirting
4. Conspiracy
5. Sacrifice
6. Influence
7. Insanity
8. Epidemic
9. Dreams
10. Cyberpunk
11. Team
12. Crowds

# Project Requirements : IDJ2D

1. Have a Narrative.
2. Implement AI System or, rather, implement a Choice Driven system.
3. Implement a Reputation or a Relationship System.
4. Implement Interaction with Environment Items .
5. Have multiple difficulty levels or, instead, Multiple Endings
6. Save and Load System or Implement a Checkpoint System.
7. Game Menus(Pause, Save, Settings, Exit..)
8. Game HUDs
9. Be Published(Itch.io, Google Play, etc.)

# Project Requirements : ADS

- Project Pitch (11th November)
- Weekly Progress Report Meetings
- Project Management (tasks, requirements, user stories)
- Time Tracking (measure productivity and cost)
- Source Control (code changelog and history)
- Code Implementation With Patterns
- Usage, Identification and Discussion of Patterns During Development
- Code Coverage With Tests (unit, integration, acceptance, other)

# Tools

- Trello ([https://trello.com](https://trello.com))
  - Kanban Boards
- GitHub ([https://github.com](https://github.com)) ou BitBucket ([https://bitbucket.com](https://bitbucket.com))
  - Source Code Version Control
- Toggl ([https://toggl.com](https://toggl.com))
  - Time Management
- Scrum ([https://www.scrum.org/resources/what-is-scrum/](https://www.scrum.org/resources/what-is-scrum/))
  - Agile Methodology
- Draw.io ([https://draw.io](https://draw.io))
  - Diagrams
- Codecks.io ( [http://codecks.io](http://codecks.io))
  - Project Management

# Evaluation Criteria : IDJ2D

Requirements Compliance
Complexity
Originality of the Implemented Mechanics
General Performance
Care and Aesthetics

**Note:** Since the Art it is not taken in consideration for the game assessment, It is recommended to use free Art assets. If you should credit the author in your game.

# Evaluation Criteria : ADS

Requirements Compliance

Weekly Progress

Project Progress Tracking

Project Specification

Patterns Implementation

Test Coverage