# Project 2

# Comp 441

Fall 2019

**The Assignment**

The purpose of this assignment is to build a fun 2D game, working in teams of exactly 3 people. For the purposes of this project, your game should play for 2-3 minutes (not counting opening menu, cutscenes, etc.). It may *not* extend your Project 1. However, at the completion of this project you will perform Project 3, which will consist of further extensions of and refinements to your Project 2 submission.

Work should be divided evenly among team members, but all group members must program and must contribute some graphical and audio elements. Please report who developed what in your report.

The assignment will have the following parts:

* October 11th: Project Specification
* November 4th: Final game due along with accompanying documents and a video
* November 5th: In-class presentations

**The Project Specification**

Your project specification must include the following components:

* A complete set of storyboards and level maps that clearly describe the levels of your game.
* A description of controls and core mechanics.
* A week-by-week development schedule.

**The Game**

Your game must have the following items:

* A movable camera.
* Multiple levels.
* Complete game packaging, including splash screen, end screen, and cut scenes if appropriate.
* Advanced features as you see fit.

In addition, your game must exhibit good design principles as enumerated in the grading rubric and discussed in class. A game that minimal satisfies the requirements above will receive a grade of B or B+; a game that goes above and beyond with advanced features will generally receive an A.

When you submit your game, you must include all game code as well as an executable. Code should be well documented and must run on my machine with *no modifications*. As part of this final submission, you should also include peer evaluations, following the sheet attached; while each team only needs to submit one project, each person can upload his or her own eval. You must also submit the attached rubric with your honest evaluation of how well your project satisfies the specifications. Finally, you must upload a short video demonstration of your game (with audio commentary!) to YouTube and submit a link to that video.

**One final warning:** There are two conditions which may cause you to receive an automatic failing grade on this assignment. They are:

* If your submitted assignment does not compile and run with reasonable performance.
* If you fail to cooperate with your team members, perform assigned tasks, etc. If you do not act in a professional manner, as judged by the evaluations of your team and my observations, I reserve the right to fail you independently of the performance of the rest of your team.

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| **Category** | **Comments** | **Points Earned** | **Points Possible** |
| Engaging gameplay that embodies good design principles. |  |  | 10 |
| Levels show consistent theming and design. |  |  | 5 |
| Level design aids player comprehension and progression, including a clear understanding of each play element. |  |  | 10 |
| Appropriate control scheme. |  |  | 10 |
| Game cycle includes appropriate components (menu screens, splash screens, intros, game over, etc.) |  |  | 10 |
| Clear scoring or success metric that supports player decisions. |  |  | 10 |
| Clear, useful HUD that supports player decision-making without distracting. |  |  | 10 |
| Appropriate use of graphics, color, and sound effects. |  |  | 10 |
| Novel, interesting gameplay with good flow and a minimum of three creative ideas. |  |  | 10 |
| All team members submit reasonable peer evaluations including clear reflection on themselves and others. |  |  | 5 |
| Game goes above and beyond in some interesting way: further technologies, particularly ambitious scope, etc. |  |  | 10 |

Total: /100

Each category will be judged on the following scale:

* solid, professional-looking submission (100%),
* mostly good, with some weak areas (80%),
* some strength, but significant flaws or missing information (50%),
* mostly incomplete or trivial (20%), or
* wrong/missing (0%).