

Game Alpha Assignment May 28th/June 7th

Overview

Your goal is to finish an exact copy of your arcade game for specific amount of content.

Delivery

Each team should upload a link to their **project website page on github.com** inside the folder “Alpha” of the campus website before **TBD at 23:59**. The work will be presented by each team. No need to create any presentation. The whole class will play the game. If an individual does not show up he/she will receive an “NP”. The release 1.0 should be a **zip** containing:

- **Readme file:**
 - Short description of the game and list of team members
 - How to play the game, detailing the controls
 - Link to github repository and Changelist
- **Game files:**
 - Executable compiled in Release with all needed DLL files
 - A resource *folder* with all the media files (png, ogg, wav)
 - No other file must be there!
- **Tasks so far:**
 - Lists of tasks delivered by each team member with initial estimation + real time.
 - Each tasks should have a delivery date.
 - Each team member should have calculated the total hours of work and average deviation.
- **Website:**
 - Website using a template in github.com
 - Short description of the game, names with responsibilities and a team photo
 - Gameplay video of ~1 min featuring debug functionality and gameplay
 - Link to download the latest release

Minimum functionality to deliver

- Everything up until Alpha
- All audio effects and musics as in the original arcade game.
- Minimum debug functionality: god mode, collision boxes, direct win/lose using function keys.
- Game plays in desktop full screen and uses gamepad as main input method.

Acceptance Criteria

To accept the delivery it should meet the following rules:

- The game is delivered on time via github.com website.
- Build is correct (only the files necessary, exe compiled in Release, README).
- Website contains description, link to download executable and a 1 min video.
- The game does not crash while testing in university's computers.
- Using STL libraries is forbidden.

Grading Criteria

The deliveries will only be accepted if they follow the rules from the *Delivery* section.

- **Features (70%):** All requested features are implemented and working correctly.
- **Polish (30%):** Graphical coherence, fx implemented, fluid animations and gameplay and everything else that mimics the original game.

Functionality expected on each team

Each team will agree with the teacher extra content for their game different from other teams

Previous deliveries as example

- https://wilhelman.github.io/Gunbird_P01/
- <http://carcasanchez.github.io/Puzzle-Bobble/>
- <http://trodek.github.io/Project-1-Team-SUMHC-Pro-Name/>