# Final Submission Checklist

## DigiPen Splash Screen

A DigiPen Splash Screen must be displayed for 2 seconds at the beginning of the game. It is not necessary to have forced waits on any other screens within the game.

DigiPen logos can be downloaded from the following DigiPenCentral Moodle page:

* <https://distance.digipen.edu/commons/course/view.php?id=9&topic=0#section-7>

## Copyright Information

Refer to the following DigiPenCentral Moodle page for copyright information requirements:

* <https://distance.digipen.edu/commons/course/view.php?id=9&topic=0#section-7>

## FMOD Copyright Information (Alpha Engine projects only)

The following copyright notice (or an equivalent notice copied from the official FMOD website) must be included at the end of the credits within your game:

FMOD Sound System, © 2017 Firelight Technologies Pty, Ltd.

## Code Documentation

All code and script files must include a header block containing the following information:

* File name
* Project name (game title, working title or equivalent)
* Author(s)
  + If one primary author, then identify primary vs. secondary authors
  + If multiple authors, then identify major contributions
* Copyright information
  + All content © 2017 DigiPen (USA) Corporation, all rights reserved.

## Marketing Materials

See “Marketing Materials Outline” on Moodle for additional information regarding the following required items:

* “Sell” Sheet
  + One-page marketing ad/brochure

## Project Archive

The final project submission should include all code, assets, documents, tools, etc. that the team has developed for the project.  This includes all files necessary to rebuild the project, such as the Zero Engine project files, any Visual Studio solution, project, make files, etc. Essentially, include every file that you would need if you wanted to make improvements to your game at some point in the future.

*You do not need to include third-party tools that can be obtained from other sources.*

Unless otherwise specified (e.g. documents & marketing materials), place all of these files in the SOURCE folder.  This folder should include separate subfolders for the project, proprietary tools, original assets, etc.

* README.txt (root level)
  + Summary <a header block containing the following information>
    - Game name
    - Team name
    - Team members (first/last name and DigiPen login ID)
    - GAM150S17-<section>
    - High concept
    - Copyright notice (see above)
  + Installation instructions
  + “How to Play” instructions
  + Controls
  + Cheat codes
  + Credits (Include all credits)
* INSTALLATION folder
  + An installer is required for all GAM150 projects. Refer to the “Installer Sample” files on Moodle for additional information.
    - Include all folders and files (executables, libraries and assets) necessary to play the game
    - If any required files are missing, then your project may need to be resubmitted, incurring a penalty to the final score
  + Include your installer project for your game, including all materials and directories used to build your installer. Include your game’s executable and content as it was used to build the installer you submitted separately.
  + Teams that would like their game to be considered for the DigiPen Game Gallery should also follow the “Game Gallery Requirements” document on Moodle (Meta) and submit all of the necessary files in this folder.
  + Make sure you include the installer executable that is built by InnoSetup. This will also be included in the Public Submission (see below).
* TEAM folder
  + CodeContribution.xlsx – the output of a Lines of Code counting tool, with modifications as in the “Code Contribution” document on Moodle.
  + SUMMARY.TXT – a file listing the code contributions of each team member. See the “Code Contribution” document on Moodle for more information
* SOURCE folder
  + Include all code and assets used to create the game
  + Include all files needed to build the project
  + Exclude any source control files (e.g. “.svn”).
    - SVN has an export option that is useful for creating “clean” projects
  + Exclude any intermediate output files (.obj, .ilk, .suo, .sdf, etc.)
  + DEPRECATED folder
    - May include source code and assets for any tools or significant features that were cut from the final project
* MARKETING folder
  + Include electronic copies of the marketing materials

## Project Archive Submission

* Place all of the files and folders listed above into a single “project” folder.
* Name the “project” folder according to the following naming convention:
  + GAM150\_<GameName>
    - Example: GAM150\_SpaceWars
  + Do not include any spaces in the filename.
* Submit the “project” folder to the Courses drive
  + N:\current\_courses\20177Spring\gam150s177-<section>.us\Submit\<Login ID>
  + The N: drive can be accessed as [\\shares.digipen.edu\courses](file:///\\shares.digipen.edu\courses).
* Download the submission and verify it on one or more different computers
* NOTE: The Product Manager is responsible for the final project submission.  It is not necessary for anyone else on the team to submit the project.
  + However, it is ***highly recommended*** that one or more other members of the team verify that the submission is correct.
  + In the event that another member of the team must submit the project, then an email must be sent to the instructor identifying the submit folder that contains the official, final submission.

## Public Submission

* Copy the contents of the INSTALLATION folder listed above to a location outside of the Project Archive Submission folder.
* Name this folder according to the following naming convention:
  + GAM150\_<GameName>
    - Example: GAM150\_SpaceWars
  + Do not include any spaces in the filename.
  + NOTE: Both submission folders will have the same name so keep them in separate locations.
* Submit the folder to the Public folder for GAM150 and your section on the Courses drive
  + N:\current\_courses\2017Spring\gam150s17-a.us\Public
  + The N: drive can be accessed as [\\shares.digipen.edu\courses](file:///\\shares.digipen.edu\courses).
  + NOTE: *Do not submit your full project archive to this location*
* Download the submission and verify it on one or more different computers

## Hardcopy Submission

* The marketing materials must be submitted in hard copy as well as within the project archive.
* Use the submission box under the window office near the faculty offices on the 2nd floor, routed for “GAM150 Justin Chambers”.