Due date: 11/09/2024

For Comprehensive Evaluation of a game project

By submitting these components, students can provide a comprehensive overview of their project, demonstrating their understanding of game development principles, technical skills, and creative abilities.

Prototype

- **Storytelling:** A compelling story can add depth and meaning to the game.
- **Multiplayer:** Multiplayer features can increase replayability and social interaction.
- **Procedural Generation:** Procedural generation can create endless replayability and variety.

1. Executable Game Build:

- A playable version of the game that can be run on the specified platform(s).
- Ensure it's well-optimized and runs smoothly.

2. Source Code:

- All source code for the game, including:
  - Game logic
  - Graphics
  - Sound
  - Character Building
  - User interface
- Organized and well-commented code is crucial.

3. Project Documentation:

- **Game Design Document (GDD):**
  - Core gameplay mechanics
  - Level design
  - Storyline (if applicable)
  - Art style and visual design
  - Physics Engine
  - Sound design
  - User interface
- **Development Log:**
  - A detailed record of the development process, including:
    - Milestones and deadlines
    - Challenges faced and solutions implemented
    - Team collaboration and communication

        - Version control history
- **Project Plan:**
    - A timeline outlining the project's phases and tasks.
    - Resource allocation and team responsibilities.

4. Project Presentation:

- A clear and concise presentation summarizing the project:
    - Introduction to the game concept
    - Core gameplay mechanics and features
    - Development process and challenges
    - Achievements and lessons learned
    - Future improvements and potential expansions

Additional Considerations:

- **Visual Assets:**
    - All art assets, including character models, textures, and animations.
    - Sound effects and music files.
- **Testing and Debugging:**
    - A report on testing procedures and bug fixes implemented.
    - Any known issues or limitations.
- **Teamwork and Collaboration:**
    - A reflection on team dynamics, communication, and problem-solving strategies.

- **Level Design:** If the game has levels, they should be well-designed and challenging.
- **User Interface:** The user interface should be clear and easy to understand.
- **Performance:** The game should run smoothly and without glitches.