# Deliverable 2: Mid-Project Report (30%)

**Submission Deadline:** <u>March 25, 11:30 PM</u> on Brightspace

- **Submission Format:** One submission per team, clearly labeled (e.g., GroupName_Deliverable2.zip).
- **Team-Based Submission:** Each team must submit a single deliverable representing their collective work.

**Deliverable 2: Mid-Project Report** now moves your focus from early concepts and paper prototypes into a more robust Unity implementation that demonstrates level design and player guidance, narrative integration, cohesive systems design, and clear progression structures. Over the weeks leading up to this submission, you have explored how to craft spatial layouts that guide player movement and maintain a balance between challenge and exploration, introduced narrative elements and world-building to create immersion, implemented resource systems that manage health or currency while carefully balancing risk and reward, and devised progression mechanics to keep players motivated through leveling, unlockables, or well-structured reward loops. This second deliverable should showcase how each of these advanced features comes together in a functioning Unity prototype, supported by documentation that explains both the creative and technical choices you have made.

In your accompanying report, begin by describing your work in **level design** and player guidance: explain the rationale behind your spatial layout, how you use visual cues to direct players, and the methods you have employed to balance challenge with rewarding exploration. Next, delve into your **narrative design and world-building** efforts, highlighting the story elements, lore, and dialogue systems you have introduced, as well as how these elements foster emotional engagement and a sense of immersion. From there, discuss your **systems design** in Unity, detailing the resource mechanics you have implemented—such as health, energy, or currency—and the steps you took to ensure these systems remain balanced, fair, and consistent with the game's difficulty curve. Conclude by describing your **progression systems**, clarifying how players advance (for instance, via experience points, skill unlocks, or item rewards) and how you balance intrinsic and extrinsic motivators to sustain long-term engagement.

Because Deliverable 2 emphasizes the transition from foundational planning to a tangible, playable experience, your submission should include a Windows build that allows the game to run independently of the Unity editor. Confirm that your core scenes and features are accessible in this build, and that any placeholder or prototype assets adequately convey your intended mechanics. In the Unity project itself, organize your folders to include only the essential directories—namely Assets, Packages, and ProjectSettings—and exclude automatically generated or extraneous content. This approach ensures that your submission remains streamlined while providing all the files necessary for instructors to open and evaluate your progress.

When writing your **report**, narrate how you iterated on each feature through testing. Describe what sorts of feedback you received, whether from classmates, playtest volunteers, or your own observations, and how this feedback prompted changes in your level layout, story beats, resource systems, or progression tracks. If certain mechanics proved confusing or unbalanced, articulate the steps you took within Unity (such as adjusting script parameters, tweaking spawn points, or altering the frequency of rewards) to remedy these problems. If you have integrated any specific Unity components—like Cinemachine for camera control, ScriptableObjects for data management, or custom editor tools—briefly address how they contributed to smoother workflows or more robust feature sets.

Your work on Deliverable 2 will be assessed in terms of functionality, coherence, and clarity. Projects that demonstrate thoughtful level design and navigation cues, a well-woven narrative, solid systems design with reliable resource handling, and progression loops that keep players motivated will score highly. Equally important is the quality of your documentation: ensure that your report thoroughly explains your design logic, provides evidence of iteration, and connects theoretical underpinnings (such as the balance of difficulty and player motivation) to the concrete features in your Unity build. Remember also to proof your final submission: the Windows build must launch without errors, and your .zip file should be labeled clearly (e.g., GroupName_Deliverable2.zip) and contain all necessary elements for a complete review.

## What to Submit in Deliverable 2

1. **Zipped Submission Folder**
   - Name the file using the following convention: `GroupName_Deliverable2.zip`
   - Contain **all required files** outlined below, compressed into one folder.
2. **Unity Project**
   - Include the following directories only:
     - Assets (all scripts, scenes, prefabs, and other necessary assets)
     - Packages (tracking project dependencies)
     - ProjectSettings (project configurations)
   - **Exclude** automatically generated folders (e.g., Library, Logs, Temp) to keep file size manageable.
3. **Windows Build**
   - Provide a **functional Windows build** of your game so it can be played without opening Unity.
   - Ensure the following are included:
     - The game's executable file (e.g., YourGame.exe).
     - The accompanying YourGame_Data folder (or equivalent).
   - Double-check that the build runs properly on a Windows machine and includes all necessary features for evaluation.
4. **Written Report (PDF)**
   - Level Design & Player Guidance: Summarize your spatial layout, pacing, and methods used to direct or challenge players.

- Narrative Design & World-Building: Explain the story elements, lore, and dialogue systems that foster immersion.
- Systems Design & Game Balance: Detail how you manage resources (health, currency, etc.) and maintain appropriate difficulty.
- Progression & Rewards: Describe leveling, unlockables, or achievement systems that keep players motivated.
- Testing & Iteration: Highlight how you collected feedback and iterated on your game, noting any key changes or refinements.
- Technical Notes: Mention relevant Unity components (e.g., scripts, camera controls, or data management) to show how they contribute to your workflow and feature set.

## Evaluation Rubric for Deliverable 2

| Criterion | Description | Points |
|---|---|---|
| **Level Design & Player Guidance** | Assesses the spatial layout's clarity, pacing, and overall flow. Includes the use of visual cues or tutorial elements that guide players through environments and challenges without causing confusion. Evaluates whether balance is maintained between exploration, discovery, and challenge. | 0-20 |
| **Narrative Design & World-Building** | Examines how story elements, lore, and dialogue systems are integrated. Looks for consistency in tone, setting, and character motivations. Assesses the clarity, creativity, and immersion level of the game's narrative components. | 0-20 |
| **Systems Design & Game Balance** | Focuses on resource systems (health, currency, energy) and the ways difficulty is managed. Reviews how well risk-reward mechanics are implemented, whether the game feels fair yet challenging, and if the systems integrate smoothly with other mechanics. | 0-20 |
| **Progression Systems & Rewards** | Evaluates the player's sense of advancement through leveling, unlockables, or achievement systems. Judges the balance between intrinsic (e.g., skill mastery, story progression) and extrinsic (e.g., points, items) rewards, looking for motivational depth and replayability. | 0-20 |
| **Unity Implementation & Documentation** | Measures the functionality and organization of the Unity project (directories, scripts, prefabs). Considers quality of the Windows build (stability, performance, ease of access) and the clarity of the written report in explaining design decisions, iteration, and technical details. | 0-20 |

**Total Points Available:** 100 (30% of overall course grade)