IN-CLASS ACTIVITY

Computer Graphics and Games

PURPOSE

- Creativity
- Team work
- Critical thinking
- Methodology
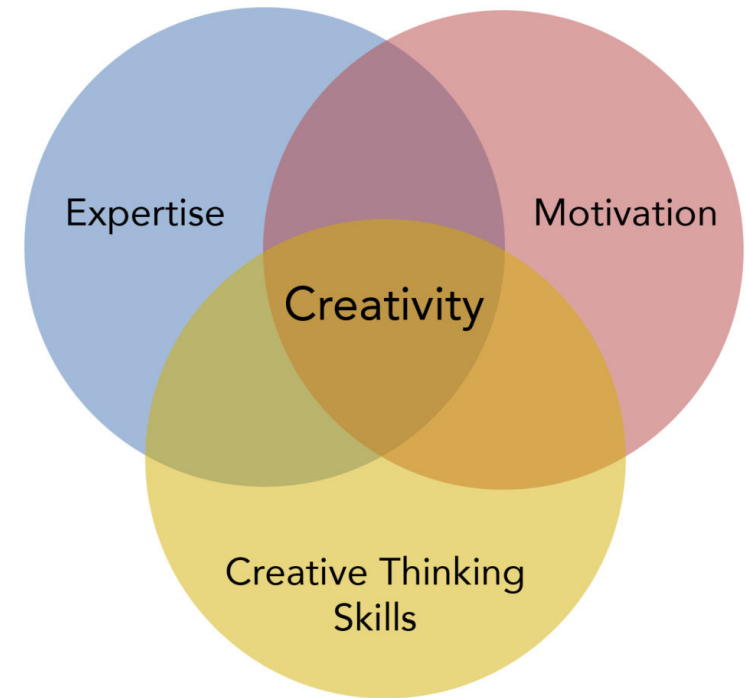- Technical know-how check

PHASE 1

- Teams
  - 4 people at most

PHASE 2

- Idea
  - Purpose of the game
  - Its genre
  - Be creative
    - Even you build up on an existing game

  - Gameplay
  - Level structures, etc..

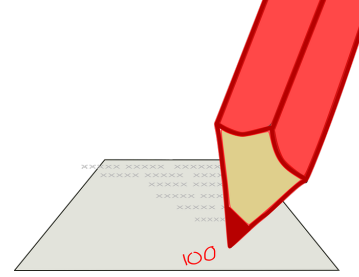 - Visual Quality vs Performance Analysis

PHASE 3

- Methodology and technical know-how

- Potential problems in terms of:
  - memory consumption
  - performance
  - visual quality

- Suggested Solutions
  - Time
  - Cost
  - Algorithms

- Timeline

ASSIGNMENT 4

- Write a thorough report which:

  - describes your game

  - describes all phases given above clearly

  - make efficient descriptions on how to use CG concepts and optimizations in your game

  - Due date: May 12, 23:59

- FIRST TASK: Submit your game pitch till Friday, April 21, 23:59

  - Select a team representative and let her/him send it on behalf of others. One submission per team is enough.