ICS 2211 - Assignment 2019

Practical Component **(60 marks)**

GameJam (29 Nov - 1 Dec)

A Gamejam is a hackathon for games. The purpose behind it is for a group of people to cooperate together and develop a game prototype in 48 hours. The practical component in the ICS2211 assignment revolves around your participation in a game jam organised by the Department of AI in collaboration with Google Developers Group and MITA. During the game jam, each student will be placed in a group with the aim to develop a game within 48 hours.

It is very important that during the GameJam you focus on the integration of at least one AI feature to your game.

These features can include:

- Pathfinding algorithms
- Recommender Systems
- Fuzzy Logic

Documentation **(40 marks)**

The second component to the assignment requires your group to submit a document outlining the features of the game developed during the gamejam. The document should also include your role within your team and your individual contribution to the final product. The documentation must include:

1. Conceptual documentation of the game (10%)
2. An outline of the game mechanics (15%)
3. An outline of the various modules and components of the game (Use Data Flow Diagrams) (25%)
4. A detailed description of the AI feature/s included in the game (40%)
5. References to the implemented algorithms as well as AI concepts (**Wikipedia, websites and blogs are not references, use only books and other academic publications**) (10%)

The document should not exceed 20 pages without references. Use Times New Roman, font-size 11 with single line spacing.

Submission Guidelines

You are required to submit:

A ZIP/RAR file containing your unity project file together with a PDF document containing the documentation

Naming conventions

The document name should be modelled as follows

ICS2211_STUDENTNAME_GAMENAME

The ZIP File name should be modelled as follows

ICS2211_GAMENAME