Master Copy

Game Project

Groups will get to select one of the following titles to try and make a master-copy of.

- Dino Run (Chrome) - dino-chrome.com
- (Links to an external site.)
-
- Arkanoid- https://www.retrogames.cz/play_039-NES.php?language=EN
- (Links to an external site.)
-
- Asteroids - https://www.retrogames.cz/play_125-Atari7800.php?language=EN
- (Links to an external site.)
-
- Frogger - https://megadrive-emulator.com/arcade/frogger
- (Links to an external site.)
-
- Space Invaders- http://www.free80sarcade.com/spaceinvaders.php
- (Links to an external site.)
- , or http://www.freeinvaders.org/
- (Links to an external site.)
-
- Flappy Bird - flappybird.io
- (Links to an external site.)
-

Schedule

- Day 1
  - Meet up with teams, spend a little time testing games out and choosing a game to copy
  - Split halfway for programmers to start on prototype schedule, others to practice with Unity
- Day 2
  - Prototyping
- Day 3
  - Planning Day
  - Groups reform and create schedules for all remaining things.
  - Pitch Preparation
  - Prototyping
- Day 4
  - Prototyping
  - Pitch Preparation
- Day 5
  - Pitches
- Day 6
  - Workday
- Day 7
  - Workday
- Day 8
  - Workday
- Day 9
  - Presentation Preparation
  - Final polish and fixes
  - Capture video of game, so you don't have to play live!
- Day 10
  - Presentations

Assignment

Pitch 10 % – Team has a game chosen, roles filled, a schedule with reasonable padding

- Game Choice - 10%
- Exceeds: N/A
- Meets: Chose a game and has sound reasons on why that one.

- Approaching: Chose a game but reasons are a little shaky.
- Attempted: Chose a game but was unsure of why.
- Roles – 30%
- Exceeds:
- Meets: Roles are divided amongst team with good reasoning behind each choice
- Approaching: Roles are divided, and most have a good reason behind it.
- Attempted: Roles are divided, but not giving good reasons on why they went to people.
- Prototype – 30%
- Exceeds: Game prototype not only shows key features, but also has useful debugging cheats included.
- Meets: Game prototype shows key features mostly working.
- Approaching: Many things working but missing a small number of key gameplay features
- Attempted: Clearly started, and has some progress but either main features are broken completely, or missing many features
- Schedule with contingencies and stretch goals - 30%
- Exceeds: Schedule is extremely detailed, accounts for contingencies, is extremely well formatted, and covers tasks that are harder to find. Stretch goals seem exciting.
- Meets: Schedule looks like it covers most easy to identify tasks, accounts for contingencies, includes who is planned to work on what, and is readable. Stretch goals exist
- Approaching: Schedule is mostly there but missing some key tasks. May not have stretch goals mentioned
- Attempted: There is a schedule, but severely lacking.

Alpha 15% – Core gameplay is made and functional. There is at a minimum placeholder art and sounds, but hopefully some art and sound.

- Game - 30%
- Exceeds: Game is much further than expected in several ways.
- Meets: Game has all core gameplay features working, all art and sound at a minimum has placeholders
- Approaching: Game has most core gameplay features working or just most placeholders in.
- Attempted: Game has some core features working, may be lacking placeholders
- Art - 15%

- Exceeds:
- Meets:
- Approaching:
- Attempted:
- Sound - 15%
- Exceeds: High quality audio is implemented ahead of schedule.
- Meets: All relevant game events have placeholder audio. At least one sound is representative of the game's sound style.
- Approaching: Several game events have placeholder audio.
- Attempted: Placeholder audio assets have been made but not implemented.
- Roles and documentation – 40%
- Exceeds: Not only is all documentation accounted for, but it is very high quality, easy to read, and very nice to look at. All roles have kept track and accomplished their responsibilities.
- Meets: All roles have been keeping track of their responsibilities including documentation and keeping other team members on track.
- Approaching: Most documents are well made and some might not be fully done or kept up.
- Attempted: At least had all documents but they are lacking.

Beta 15% – Game is essentially done with a minimum of the master copy portion. Only minor fixes and adjustments should be needed here on a prioritized basis.

- Game – 30%
- Exceeds: All Master copy parts looks good and the plus level is completed as well.
- Meets: Game has all features planned working, art and sound are in the game. Should only need tweaking and polishing in specific areas.
- Approaching: Game is mostly there but may be missing some features or parts are still very rough.
- Attempted: Game is still clearly in progress missing major parts.
- Art – 15%
- Exceeds:
- Meets:
- Approaching:
- Attempted:
- Sound - 15%
- Exceeds: One or more sounds are convincingly representative of the game's sound style.

- Meets: Majority of sound events have audio implemented representative of the game's sound style. Random Container functionality is applied to at least one sound event.
- Approaching: All relevant game events have placeholder audio. Updated versions have been made, but not yet implemented.
- Attempted: Majority of game events have placeholder audio.
- Roles and documentation - 40%
- Exceeds: Not only is all documentation accounted for, but it is very high quality, easy to read, and very nice to look at. All roles have kept track and accomplished their responsibilities.
- Meets: All roles have been keeping track of their responsibilities including documentation and keeping other team members on track.
- Approaching: Most documents are well made and some might not be fully done or kept up.
- Attempted: At least had all documents but they are lacking.

Release 50% -

- **Master –** Core gameplay and experience is replicated faithfully in spirit. Art & Sound is a similar end result, using modern methods. Gameplay feel is replicated faithfully.
- Game –40%
- Exceeds: Mastercopy is excellent and implemented plus content in a different level.
- Meets: Master copy is a good copy of the chosen game, may not have a plus level. Only minor issues with coding, art, or sound.
- Approaching: Master copy isn't quite working the way it should, or something is majorly off about art or sounds
- Attempted: Game provided is not complete.
- Roles and documentation - 60%
- Exceeds: Not only is all documentation accounted for, but it is very high quality, easy to read, and very nice to look at. All roles have kept track and accomplished their responsibilities.
- Meets: All roles have been keeping track of their responsibilities including documentation and keeping other team members on track.
- Approaching: Most documents are well made and some might not be fully done or kept up.
- Attempted: At least had all documents but they are lacking.
-
- **Plus Examples -**

- **Art:** Narrative reimagining, HD remake, art style redux
- **Sound:** Original/Remix of music track, implement random container on at least 1 sound, improve game soundscape – MUSIC
- **Programming:** Juice/FX, cutscene?, +1 functionality, advanced menu options, improved UX.

Presentation 10 % - Team presents their game as a group, showing all the features the finished

- Slideshow and prepared visual/audio aids - 60%
- Exceeds: Prepared materials, audio, and visual look professional, completely avoided default slide templates, or chose one that matched the rest of the style of their project.
- Meets: Prepared materials look good, match in style, and use visuals on every slide.
- Approaching:
- Attempted:
- Presentation skill (Appearance, Delivery, etc.) - 40%
- Exceeds: Group coordinated look, or had extremely well-rehearsed parts, transitions,
- Meets: Everyone on team looked professional and spoke load and clear when speaking.
- Approaching:
- Attempted:

Roles and Responsibilities (mainly documentation)- Each milestone has a roles section.

Game Director - Ultimately responsible for the quality of the game.

- Goal is to make a good final product.
- Proof-reads and give final approval on all documentation.
- Needs to check in with leads frequently to see how different parts are going, and to ensure that things mesh together well.

Art Lead

- Goal is to keep art of good quality and consistency and fit the game well.
- In charge of the art style guide.

- In charge of art asset list. (can be on a document with other leads)

Game Design Lead

- Goal is to make sure levels and game objects are built correctly and in fun unique ways.
- In charge of the game design document.
- In charge of game design asset list, mainly important game objects and levels needed (can be on a document with other leads)

Sound Design Lead

- Goal is to get sounds and music to match the style and action of the game.
- In charge of sound asset list (can be on a document with other leads)
- In charge of implementing Random Container functionality on at least one sound event.

Tech Lead

- Goal is to help the game designer make what is needed functional.
- In charge of keeping code commented, and including file headers describing scripts and who wrote what code
- In charge of tech asset list, such as what scripts or systems are needed. (can be on a document with other leads)

Producer

- Goal is to keep other team members on schedule and balances workloads according to ability.
- In charge of schedule, should include tasks for all assets provided by other leads. Each task should be assigned to someone.
- In charge of making tasks for other documentation and collecting it all together for milestones.
- In charge of daily meeting to check in on how on schedule the team is or if some tasks need more time than provided, shuffling tasks to others if needed.