ASSESSMENT HAND-IN CHECKLIST

Design Prototyping Fundamentals

A. Technical Design Document	Soft Date
 Identify primary game platform. Game genre and target audience. Compare and contrast similar game systems and/or functionality. Identification and justification of scripting language for use. Evaluation of mechanics and code requirements for prototype. Example of pseudocode and flowchart for a script. Define technical naming conventions (able to use common practice ones). 	Week 4 Friday 9/06/23
This is to be handed in as a PDF file . For example: "Joel_Hayward_TDD.pdf"	

B. Game Prototype	Soft Date
 Deliver a game prototype with interactive elements (must have input/output) Can be any game genre of your choosing Advised to keep small in scope (think indie) Can be 2D or 3D Must contain at least 2 custom Scripts: Pseudocode/flowcharts demonstrated to trainer for review and updated according to feedback Must include appropriate commenting of code logic/functionality Must be functional (achievable through testing and debugging) Must use appropriate naming conventions (outlined in TDD) 	Week 5 Friday 16/06/23
Pseudo-scripts and/or flowcharts are formatted as a PDF file (both scripts). Functional Scripts are submitted as zipped Unity Project files .	
For example: "Joel_Hayward_PseudoScripts.pdf"	
For example: "Joel_Hayward_GameNameProjectFiles.7z"	

C. Game Prototype Demo	Hard Date
 Present the final prototype to the class Answer any Q&A (within scope of prototype) Demonstrate knowledge of at least 1 example script that affects in-game behaviour Must be a 1st party script (your own) 	Week 6 Friday 23/06/23
This is marked with Observation Report (PDF) by your trainer. I will be uploading these (or providing them to you to upload as "Joel_Hayward_DemoReport.pdf".	