

# MMI 716 - Game Programming Patterns – Project Phase I

**Due Date(s):** 07.03.2024 09:00 am (Presentations) and 11.03.2024 11:55 pm (Reports)

**Weight: 8%**

Projects can only be prepared and submitted individually.

You will submit a report document including the information below about the game you will build during the semester with the game engine of your choice.

**Literature Survey:** A detailed overview of the current related games and game research. Which papers did you read? What are the current capabilities or properties of similar games? What are their limitations?

**Idea:** All games begin with an idea; write your game idea that you want to work on briefly.

**Title and Description:** Write a descriptive title of your game and a one-sentence description, including the core characteristics of your game.

**Game Summary:** Describe the game in a paragraph or so, emphasizing its important features.

**Game Overview:** Write the genre of your game, target platform, number of players, and a description of the game world you plan to build.

**Characters:** Describe the characters you plan to include in your game.

**Storyboard:** Prepare a storyboard for your game, either drawn by hand and scanned or drawn digitally.

**Game components:** Describe the game components you are planning to use in your game, if any, such as physics, audio, artificial intelligence.

**Design patterns:** Which design patterns will you be using your game? For which tasks? Make sure that you will be experimenting with at least two different patterns in your project.

You will give a short presentation of your project idea in class. Presentation time is limited to 6 minutes per person.

Upload your reports to ODTUClass with a file name consisting of your name and surname followed by the string “\_Phase1”. For example: “Name\_Surname\_Phase1.pdf”.

Please use the report format: <https://www.unl.edu/writing/docs/example2.doc>

Do not copy and paste your project presentations as reports.