



DJCO Final Project

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Final Project

- Groups select a game concept from a pool of proposals from different sources, or may propose their own, and develop a game.
- Groups may choose their (development) weapons (upon discussion and teacher approval);
- Focus is on going through the main stages of game design and development, without disregarding important things such as multidisciplinary teamwork, planning and documentation
- Groups may explore different interfaces, if they wish (mobile, Wiimote, Kinect)

Final Project

Tasks:

- Organize the team and plan the project
- Create/refine the concept and document it
- Define and document the story, characters, mechanics
- Design the levels and interface
- Implement one or two prototype levels

Deliverables:

- Concept Document
- Game Design Document
- Game and Source
- One-minute video and 2 snapshots
- Presentation (intermediate and final)
- Manual

Platforms and tools

Game engine

- May be selected by the group, must be confirmed with teacher
- Advisable to use the same that was used for the preliminary project...

Use of libraries

- Must be confirmed with the teacher
- If they cover a significant part of the mechanics, that must be compensated in other ways

Important dates

- Game Concept Document: **April 24th**
 - See Moodle resources for details
- Intermediate Presentation: **May 23rd**
 - Individual presentation to teacher
- Final Presentation: **Week of June 3rd**
 - Public presentation to class and audience
- Final Delivery: **Week of June 17th**
 - Individual discussion of some implementation details

Additional details will be made available in Moodle

Evaluation topics

Topic	Weight	Description
Game/Level Design	4	The originality of the concept and how the game elements and level design are coherent to that concept and enable learning.
Documentation	3	The Game Design Document: It should be comprehensive and useful to the development process.
Game Mechanics	3	How the challenges proposed as the game mechanics provide an engaging experience and promotes learning.
Game Implementation	4	The quality of the selected algorithms for the distinct features of the game.
Use of assets	1	How were assets used for enriching the game? Are there some animations? Sounds?
Interface	2	Is relevant information present in an adequate form? Does the user have some control on the game via menus?
Overall Experience	3	The overall experience as a game. Is it engaging? Has fun elements? Does it help learning what is supposed to?
Total	20	