**Games Project**

* Proposed plan – 5%
  + Team list with responsibilities
  + Overview of the proposed project
  + Intended development environment
  + Gantt charts
  + Risk analysis
* Actual Plan – 10%
  + Update the plan from the original proposed plan to reflect what happened in the trimester
  + A short evaluation of how the team felt that the project went
* Game Design Document – 25%
  + Details the game/demo that the team intends to create
  + Why this game
  + Game type
  + Players
  + Environment
  + Use a wiki in Moodle to produce this
* Technical Design – 25%
  + Details of how the designed game is going to be created
  + Development environment (additional detail)
  + Target environment
  + Class (and other relevant) diagrams
  + Algorithms /pseudocode
  + Custom file declarations
  + Use a wiki in Moodle to produce this
* Demo / Presentation – 15%
  + Presentation to teaching staff and other groups
  + Show off what you've done
  + Screenshots
  + Video capture(s)
  + May include a live demo
  + Link to git repository with copy of ***all*** work
* Individual Blogs – 10%
  + Use Moodle to produce group Blogs
  + Kept weekly for weeks 3-13
  + Short entry of 3-4 paragraphs per entry (images helpful)
* Individual Critical Evaluation – 10%
  + Submitted separate from team submissions
  + Detail of how you felt the project went, including:
  + Justified breakdown of contribution of each team member
  + Any problems that occurred, and how/if they were resolved
  + How do things look for the implementation in trimester 2?

