Videogame project delivery notes

Videogames Technology
Asignatura transversal

Departamento de Automática

Universidad de Alcalá · ISG

Objectives

- Clarify how to deliver the videogame project
- Point out some practical issues

Bibliography

None

Project deliverables

Project deliverables

- Videogame source code
- Design document: How the game will be
- Project report: What has been done

Delivery method → GitHub

- Source code in the repository
- Documentation in a web site
  - Host the web site in GitHub
  - You are allowed to use any technology ...
  - ... however I recommend Jekyll

Evaluation procedure

After the examan (date to be determined yet), the instructor will

1. Fork all the repositories
2. Download the project from GitHub
3. Try to execute the project
4. Read the documentatoin and source code
5. Observe GitHub activity
6. Set individual and group califications

Evaluation platform:

- MacBook Pro with MacOS X Yosemite

Evaluation criteria

- Technical quality (group)
- Game design (group)
- Documentation quality (group)
- Teamwork (individual)

Source code structure

Recommended source code structure

- `src/` or `<project name>`: Source code
- `docs/`: Documentation
- `tests/`: Unitary tests
- `dist/`: Distribution
- `resources/`:
  - `resources/sprites`:
  - `resources/maps`
  - `resources/music`
  - `resources/sound`

Typical problems

Paths

Use relative paths, ALWAYS

Path separator

Use proper path separator

Windows style:

- `resources\sprites\alien.png`

Unix style (Linux and MacOS):

- `resources/sprites/alien.png`

Python trick: `os.path.sep`

- `spritePath = 'resources' + os.path.sep + 'sprites'`

Last remarks

Remember to test the game properly

Python app deployment: `https://wiki.python.org/moin/deployment`