Videogame project delivery notes

Videogames Technology
Asignatura transversal

Departamento de Automática

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 also in the repository

Evaluation procedure

After the exam, 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. Inspect GitHub activity
6. Set individual and group califications

Evaluation platform:

- PC with Ubuntu

Evaluation criteria

- Technical quality (group) - 20 %
  - 0 if the videogame does not properly execute
- Game design (group) - 20 %
  - Game originality will have a big impact in this criteria
- Documentation quality (group) - 10 %
- Teamwork (individual) - 20 %
  - Activity in GitHub and coevaluatoin will have a big impact in this criteria

Source code structure

Recommended source code structure

- `src/` or `<project name>`: Source code
- `docs/`: Documentation
  - `docs/gdd.md`: Game Design Document
  - `docs/memoria.md`: Project memory
  - `docs/minutas.md`: Meetings minutes
- `tests/`: Unitary tests
- `dist/`: Distribution
- `assets/`:
  - `assets/sprites:`
  - `assets/maps`
  - `assets/music`
  - `assets/sound`

In general, always try to keep your code neat and nice

Memory contents

1. Team members and roles. Do not include missing people
2. How the team has been organized
3. What degree of the GDD has been accomplished
4. Explain why the GDD has not been fully accomplished, if it applies
5. Technical aspects of the project you want to be considered
6. Any additional information that the instructor should know

Remember CCC: context, content, conclusions

Typical problems (I)

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'`

Typical problems (II)

Extra trick:

- Any relative path depends on the working directory
- Solution: change working directory

```
file_path = os.path.dirname(os.path.abspath(__file__))
os.chdir(file_path)
```

Not everybody has a RTX 3090TI ...

- Use a reasonable resolution

Last remarks

Remember to test the game properly ...

- ... and ideally using an issue tracker

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