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 \rightarrow GitHub

- Source code in the repository
- Documentation also in the repository



Evaluation procedure

After the examan, the instructor will

- 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:

• 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



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

 $Python\ app\ deployment: \verb|https://wiki.python.org/moin/deployment|\\$

