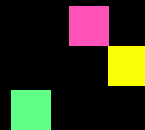
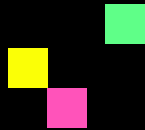


Final Project

2021/2022

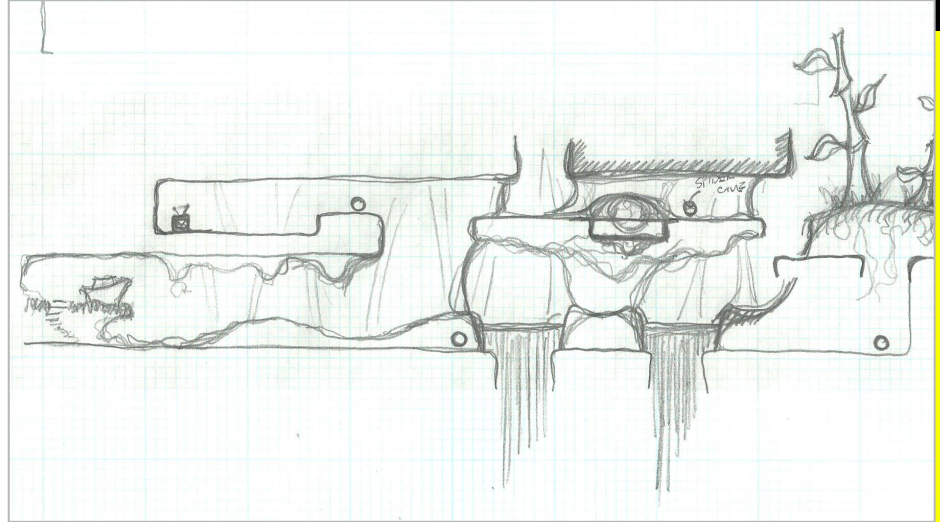
START



Final Project

What is Intended

- Groups propose a game idea or may request suggestions, and develop a game.
- Groups may choose their (development) weapons (upon discussion and teachers' 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 overall level structure and the interface
- Design and 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 teachers
- Advisable to use the same that was used for the preliminary project...

Use of libraries

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



Platforms and Tools

Documentation

- Use a collaborative platform (Wiki, Gdocs, ...)
- Must be able to generate a PDF version in the end

Other Collaboration tools

- Communication: Discord, Slack ...
- Version control: Git...
- File sharing (media): Gdrive, ...
- Project Management: Trello, Github,...



Final Project

2021/2022

