Alpha Demo

This is a TEAM assignment. Only one submission per team.

Due

Please refer to Canvas for the due date for electronic deliverables, as well as information regarding presentation scheduling.

Late Policy: Don't be late

Overview

You are tasked with demonstrating an alpha version of your proposed game. The alpha should support all major technology and gameplay requirements for the final project. Additionally, your alpha must be suitable to support a separate formal playtesting task (future assignment).

The Alpha

Your alpha is meant to be a nearly feature-complete version of your game. Refer to the final project rubric in the course resources for how we will assess your alpha and final project. Alpha grades will be curved to account for the fact that your team will still have substantial work to complete before the end of the semester. Your alpha will also be used by you and your team for conducting a formal playtest and collecting playtest data.

Please do your best to create a playable and enjoyable alpha, even if parts are rough around the edges, has abbreviated gameplay experience, etc. The more work you get done for the alpha means the more time you will have for refining and polishing your final game submission! Note that it is critical that you demonstrate all the key requirement categories for the project. For instance, you should have some representation of AI or you will receive zero points for that category.

Feedback on your demonstration from instructor(s) and TAs will focus on strategy for maximizing the quality of your game in the remaining time in the semester.

Presentation

You team will meet with your TA to discuss progress and future direction. You will also submit a video demonstration (see below).

How to Record Videos

If you don't already have a preferred screen recording tool, then you might try:

- OBS on Windows or OSX https://obsproject.com

- QuickTime Player Screen Recording on OSX https://support.apple.com/guide/quicktime-player/record-your-screen-qtp97b08e666/mac
- Xbox Game Bar on Windows 10 https://support.microsoft.com/en-us/windows/record-a-game-clip-on-your-pc-with-xbox-game-bar-2f477001-54d4-1276-9144-b0416a307f3c

Deliverables and Submission:

You will submit a Zip/7Zip of your project via Canvas. If the file is too big for Canvas, then submit a link to a private cloud hosting (such as GT's Box license). **Please clean the project directory to remove unused assets, intermediate build files, etc., to minimize the file size and make it easier for the TA to understand. Refer to Assignment Packaging and Submission on the Canvas Syllabus for further details.**

The submission must follow these guidelines:

a) Alpha gameplay video is a separate submission on Canvas:
   i. For the alpha video, you don't need to worry about fancy editing or anything. Save that effort for your final video. Just raw game footage is fine.
   ii. Submit your video as: **<TeamName>_<GameName>_Alpha.[video_ext]**
   iii. Make sure that VLC can play it. MP4/M4V preferred.
   iv. Please do **not** compress with zip/7z. The video codec will have already compressed the video.
   v. Please do **not** use a cloud service unless the video is too big. If the video is too big, you might be able to transcode to a more reasonable size with Handbrake or similar tool.
   vi. If you still need to use a cloud service, please do **not** use a streaming-only service such as Youtube. We need to be able to download your video!

b) Take a more thoughtful look at submission requirements for the project as compared to the individual milestones (*Assignment Packaging and Submission* page).
   i. Are your asset meta files included? (e.g., projects settings changed from default so that meta files are **not** hidden?)
   ii. You definitely are **not** submitting a /.git/ folder?
   iii. Cleaned up unused assets?

c) Follow the *Assignment Packaging and Submission* steps including:
   i. ZIP file: *<TeamName>_<GameName>.zip*
   ii. Complete Unity Project
   iii. Builds
   iv. Readme file should be in the top-level directory: *<TeamName>_<GameName>_readme.txt* and should follow base requirements from *Assignment Packaging and Submission*
      i. Start scene file
      ii. How to play and what parts of the level to observe technology requirements
      iii. Known problem areas
      iv. **Manifest** of which files authored by each teammate:
         1. Detail who on the team did what
         2. For each team member, list each asset implemented.

3. Make sure to list C# script files individually so we can confirm each team member contributed to code writing

v. Size reduction

Submission total: (**<u>up to 20 points deducted</u>** by grader if submission doesn't meet submission format requirements)

Tips

Make sure that observing all technical requirements (e.g. AI, interact-able physics simulated world, etc.) are all immediately apparent and not hidden away in a difficult-to-reach part of the game. You can add hotkey cheats to trigger different scene loads, add a "god mode", etc., if you think the grader will need those abilities in order to assess your alpha effectively. Of course, clearly document such features in your readme.

Make sure to address all requirements from the rubric, even if incomplete. *You won't get credit for a technical requirement if you don't have something to show for it.*

The instructor and TAs will be very sad if there is no audio in the alpha version of your game.

After uploading, download your submission parts and test everything.