

GAME OVER

Assignment Instructions

This is a TEAM assignment. Only one member of your team should turn in your files (not counting team member assessments).

Special Note

In case of serious digital submission error, at least one of your group members should be available via email for contact from instructor(s) until semester grades are posted and be capable of resolving issues and resubmitting deliverables.

Description

For this assignment, you are submitting your final project! There are several things we need, so please pay close attention. For grading criteria, please refer to the rubric for the final project (separate document).

Project

Of course, you will be submitting your game. Both the executables and the complete project will be submitted.

Your project needs to be documented with a readme. Check below in the submission description for details and make sure you include the Manifest section detailing who implemented each of the assets.

Videos

You are also providing two videos of your game:

- 1.) A game trailer (<= 4 minutes)
 - a. Make sure to follow the “trailer video checklist” below
- 2.) A game playthrough (<= 10 minutes)

The trailer for your game that will be featured in a demo reel showcase for the course. Your trailer must be **no longer** than number of minutes specified above. Trailers that are too long will be excluded from the showcase. Short and sweet is desired. Don’t feel like you need to take the full time to get a good grade. You can watch previous semester trailers under “Team Activities” module on Canvas to get an idea of what works best. Be aware that the game trailer may need to be submitted earlier than the rest of the final project deliverables so we can consolidate the videos for the showcase. So pay attention to when the due date/time is.

In the trailer, present your game as if no one in the audience knows what it is. Emphasize actual gameplay in the video and present some of the game audio as well. Team name, team

members*, game name, genre, important features, why the audience should want to play it, etc., all are appropriate topics. Think of your trailer as an advertisement and a pitch to convince your audience to want to play your game.

** The trailer video will be presented to your class and possibly viewed by other class sections as well, perhaps in a future semester. If you don't want to be individually identified, then feel free to only list your team name. Also, perhaps list a handle/alias for individual credit. Only the trailer may be viewed outside of your class section. The other deliverables are private unless your team chooses to share them. Please confirm with each team member whether they want to be identified in the trailer.*

Your game playthrough video must include game audio. Aim to complete the game and demonstrate different interesting outcomes (e.g. a cool death scene as well as success). Use video cuts sparingly, if at all, so we can get a sense of the gameplay. Make sure that your playthrough video demonstrates all the requirements of the rubric.

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>

Trailer Video Checklist:

- Meets max length requirements mentioned previously
- No “demo mode” watermarking from your capture software (E.g., We shouldn't see “Captured by Acme, Inc. Buy this software to remove watermark”, or similar, flashing on the screen)
- Video must be 16:9 aspect ratio (e.g., 1080P or 720P). If you have an ultra-wide gaming monitor, be sure to change your output resolution before recording live footage. Or may sure to letterbox to 16:9.
- Programmatically hide mouse cursor if your game doesn't use mouse cursor for gameplay (<https://docs.unity3d.com/ScriptReference/Cursor-visible.html>)
- Have 1.5 seconds of black screen with no sound at beginning AND end of your video.
- Your Team Name must appear as on-screen text prominently at the beginning of the video. Video editor, please confirm with your team what your team name actually is!
- Your Game Name must appear as on-screen text prominently at some point in the video. Video editor, please confirm with your team what your game name actually is!
- Your team credits must appear as on-screen text unless the entire team wishes to remain anonymous. If only certain individuals wish to remain anonymous, ask them for an anonymous handle/callsign to use.
- Video includes live game footage AND live game sound effects! This should be a significant part of the media.
- Capture game footage from a build of the game (not the editor)
- Decent frame rate of captured game footage. Begin experimenting with capture techniques well before the deadline! You may need to enlist the teammate with the best hardware for capturing gameplay if you have any trouble with this.

- Name your file correctly, and do *not* compress it (e.g., no Zipping):
`<TeamName>_<GameName>_Trailer.[video_ext]`

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:

- Send out a note to all your team members to remember to do team member assessments!
- Trailer and gameplay videos are separate submissions on Canvas:
 - Submit your videos as:
 - `<TeamName>_<GameName>_Trailer.[video_ext]`
 - `<TeamName>_<GameName>_Gameplay.[video_ext]`
 - Make sure that VLC can play them.
 - Use MP4/M4V format
 - Please do **not** compress with zip/7z. The video codec will have already compressed the videos.
 - 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.
 - 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!
- Take a more thoughtful look at submission requirements for the project as compared to the individual milestones (*Assignment Packaging and Submission* page).
 - Are your asset meta files included? (e.g., projects settings changed from default so that meta files are **not** hidden?)
 - You definitely are **not** submitting a `/.git/` folder?
 - Cleaned up unused assets?
- Follow the *Assignment Packaging and Submission* steps including:
 - ZIP file: `<TeamName>_<GameName>.zip`
 - Complete Unity Project
 - Builds
 - Readme file should be in the top-level directory:
`<TeamName>_<GameName>_readme.txt` and should follow base requirements from *Assignment Packaging and Submission*
 - Starting scene file
 - How to play and what parts of the level to observe technology requirements
 - Known problem areas
 - Manifest** of which files authored by each teammate:
 - Detail who on the team did what
 - For each team member, list each asset implemented.
 - Make sure to list C# script files individually so we can confirm each team member contributed to code writing
 - Size reduction

Please DO NOT assume that your ZIP file contains everything to build and run the game. You need to actually test your ZIP file and make sure you can unzip it, open it in Unity, run the build, and run the project in the editor. This is especially important given that there is very little time between final submission of your project and the time that grades must be submitted to Oscar by the instructor(s).