

# Project Outline

## *TCSS 491- Team Project*

In this project you and your team will create a game or interactive simulation. You will use HTML5 canvas to provide an interactive world. The game will handle real time interactions with the virtual world through detecting and processing user inputs, responding to user input with novel changes in display (and/or functionality), and maintaining a representation of the current state of the system including the states of active computer controlled components.

## Team Formation

Teams will be formed in the first week after all students have completed the Background and Interests Survey. All teams must include two to four students. Students are welcome to select others they would like to work with and all such preferences will be accommodated if possible. To make sure this is agreed upon ahead of time both students must select each other (i.e. if Jimmy and Sara want to be on a team together Jimmy must list Sara and Sara must list Jimmy).

The instructor will take aims to ensure that all teams possess enough adequate people to carry out the project scope, and that all students can find a team. To this end it is essential that all students fill out the Background and Interests Survey. This survey contains a self-assessment component in which each student declares their expertise, their interests, and students they may wish to work with. While participating in this survey is a requirement the answers will not be used to determine your grade in any way. It is in your best interest to be as honest as possible on this survey.

**Note:** Once teams are formed they are permanent for the quarter except in cases of extreme emergency.

## Project Plan

You and your team will outline the game or simulation you plan to implement. The plan will describe the features that will be present in the final game and divide those features into those to be implemented for the prototype, those to be implemented for the minimal deliverable, and those to be implemented for the final deliverable.

The plan will be evaluated for completeness of an appropriate feature list. Comments on the scope of the planned project will be provided by the instructor to guide the project. The project plan will be used to evaluate the success of each stage of development. When evaluating the success of the plan the instructor will consider that no plan is perfect and every design changes through development.

## Prototype

The prototype is the first code submission. The submission will be hosted on public webspace. The goal of a prototype is to demonstrate the functionality of every simple component of your project and provide stubs (incomplete implementations) of the complex components.

Your prototype will be evaluated primarily for graphic and control elements as well as initial control elements.

## Minimal Deliverable

The minimal deliverable is the second code submission. The submission will be hosted on public webspace. The minimal deliverable should be a fully interactive version of your project implementing all user controls, animations, and game logic.

The minimum deliverable will be evaluated for its graphics, control, interaction between game elements, gameplay, completeness and fun.

## Final Game

The final game will include all elements of the minimal deliverable plus at least one advanced features. All aspects of the project plan should be represented.

Final games will be evaluated for its graphics, control, interaction between game elements, gameplay, completeness and fun.

## Demo

The final game will be demoed via a prepared video on YouTube to be viewed in class. The video will explain or present the features of the game during live or edited gameplay demos and the videos should be no longer than five minutes. Demos will be evaluated by the other students and the instructor.

## Team Assessment

Each team will review their own game as well as the games of three other teams. Teams will be asked to evaluate other teams for graphics, control, interaction between game elements, gameplay, completeness and fun.

## Individual Report

At the end of the quarter you will produce an individual report. In this report you will reflect on the quarter and evaluate your contributions to the team. You will also have time to reflect on what was learned through challenges during the project. Each team member will also assign a grade to each other student.

The individual report will be evaluated for quality of writing, completeness, organization, and on the student's self-assessment of success.

## Grading

Team Formation Survey	Jan 6th	1%
Team Meetings	Variable	2%
Project Plan	Jan 13th	5%
Prototype	Jan 27th	7%
Minimal Deliverable	Feb 24th	10%
YouTube Demo	Mar 3rd	5%
Team Assessment	Mar 10th	5%
Full Game	Mar 10th	15%