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| C:\Users\Derek Marunowski\Desktop\logo.png | **GAME PROJECT ARCHIVE**  **Overview** |
| The Archive process will create a record of your game that will be used internally as well as being delivered to you via the GP Games Web Portal.  This checklist is a list of all the major sections of Archive. We check off for the actual files, but not the formatting.  Once you have checked off all sections save this document upload it to FSO for submission. Archive must be completed by 4:00 P.M. on Final Turn-in Day. Please address your final turn-in BEFORE you attempt your archive. Your archive will not be evaluated until your Final Turn-in is checked off.  Grades will start at 100%. The late turn-in rule is still in effect (10 points for every hour late starting at 4:00 P.M.). If directions were not followed exactly, there will be work needed to get the information uploaded on to the web server. As a result, there is a penalty of 5 points for every 5 minutes needed to fix the content of this turn-in to conform to all the requirements listed below. | |

Required Tasks

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| Game Information | Game Information can be found [HERE](#Check1) |  |

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| Folder Hierarchy | Folder Hierarchy can be found [HERE](#FH). |  |

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| --- | --- | --- |
| Game Installer | Game Installer can be found [HERE](#GI). |  |

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| --- | --- | --- |
| Screenshots | Screenshots can be found [HERE](#S). |  |

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| Gameplay Video | Gameplay Video can be found [HERE](#GV). |  |

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| Perforce Cleanup | Perforce can be found [HERE](#AB). |  |

Optional Tasks

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| Game Documents | Game Documents can be found [HERE](#GD). |  |

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| Source Code | Source Code can be found [HERE](#SC). |  |

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| Jumbotron Video | Source Code can be found [HERE](#JT). |  |

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| C:\Users\Derek Marunowski\Desktop\logo.png | **GAME PROJECT ARCHIVE**  **Game Information** |
| Please follow the directions given at the bottom of each section and fill in the appropriate information into the blank space next to the section name. These section names will be used to quickly swap out information in our web template, allowing us to upload your game as soon as possible. | |

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| Studio Name  (studioname) | Something Productions |
| Enter your studio name. Example: **Something Productions** | |

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| Team Name  (teamname) | AE Sports |
| Enter your team name. Example: **Red Team Go** | |

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| Game Name  (gamename) | Titans with Sticks |
| Enter the name of your game. Example: **Great Escape** | |

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| Game Short Name  (shortname) | TS |
| Enter a two letter abbreviation for your game name. Example: **ge** | |

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| Turn In Month  (turninmonth) | May |
| Enter the current month. Example: **January** | |

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| Turn In Year  (turninyear) | 2017 |
| Enter the current year. Example: **2011** | |

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| Genre  (genrename) | Sports |
| Enter one of the following genres that match your game. **Platformer, Action, Adventure, First/Third Person Shooter, Strategy, Arcade Shooter, Racer, Brawler, Fighting Game, Puzzle, Party, Role Playing Game, Rhythm, Simulation, Vehicle Combat** | |

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| Setting  (settingtype) | Sci-Fi |
| Enter one of the following settings for when or where your game takes place.**Comic, Fantasy, Historic, Horror, Medieval, Pre-Historic, Sci-Fi, Steam Punk, Sports, Underwater, Western** | |

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| Overview/Summary  (shortblurb) | In Titans with Sticks, you and three other teammates must face off against four opponents in a game like lacrosse. Armed only with a stick, you must work together with your team to get the ball to the other end of the arena so that someone can throw it into the goal. This isn't your typical sports game though, as you must traverse an arena where the floor is constantly moving up and down, creating trenches and walkways. |
| Enter a paragraph or two that describes your game. | |

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| Rendering  (rendertype) | Direct X |
| Enter one of the following rendering engines that your game uses. **Direct X, Game Studio, Nebula Device 2, Ogre, OpenGL, PopCap, RenderWare, SDL, Torque,Unity, Unreal Engine** | |

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| Physics  (physicstype) | Custom |
| Enter one of the following physics systems that your game uses, or none if you didn't use one. **Auran Jet, Custom, Havok, Mindless Physics, None, Novodex, Ogre, Open Dynamics Engine, PhysX, R.E.A.L., RenderWare, Tokamak, Torque, Box2D, Unity, Unreal Engine** | |

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| Competition  (competitiontype) | AI, Multiplayer, (Local) Networking, Time |
| Enter one of the following competitions that your game provides. **AI, Multiplayer, Networking, Puzzle, Time** | |

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| Sound  (soundtype) | Wwise |
| Enter one of the following sound engines that your game uses. **Audio Server3, Bass, Direct Show, Direct Sound, FMOD, MCI, ODD Audio, Onyx, OpenAL, Wwise, XACT, XAudio2** | |

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| Input  (inputtype) | Xbox Controller, Windows |
| Enter one of the following input systems your game uses. **Arcade, Direct Input, GamePad, OpenGL, PopCap, Playstation Controller, SDL, XBox Controller, XInput, Windows** | |

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| Contact List  (contactnames) | Tom Devaney  Nicholas Gilden  Linda Juarez  Samantha Reed |
| Enter the names of your team in any order you choose. Follow each name with a single carriage return Example:  **Herb Brooks**  **Jack Burton**  **RJ MacReady**  **Steve Stronghold** | |

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| Contact E-mails  (contactemails) | Tdevaney@fullsail.edu  gilden.nick@gmail.com  JuarezLinda1330@gmail.com  reednsamantha@gmail.com |
| Enter your team's e-mail addresses in the **same order that you used in "Contact List"**. Follow each email with a single carriage return. | |

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| C:\Users\Derek Marunowski\Desktop\logo.png | **GAME PROJECT ARCHIVE**  **Folder Hierarchy Checklist** |
| Please make sure your team’s folder hierarchy matches the following guidelines. All folders should be named as listed below. All archive files should be placed in the corresponding folder. Once completed this document will be saved and placed in the root of your team folder. | |

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| Folder Names | Untitled |  |

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| Zip File Contents | "Game Documents" .zip will contain these folders:  C:\Users\Donald Smith\Desktop\Files.png |  |

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| C:\Users\Derek Marunowski\Desktop\logo.png | **GAME PROJECT ARCHIVE**  **Game Installer Checklist** |
| Create a complete installer package for the final build of your game. Make sure you test your build on all avalible platforms so that you can create the most accurate readme file possible. | |

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| Final Build | Test your build on all available test platforms. |  |

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| Final Readme | Update your readme with the latest controls, how to play, minimum specs, default install path, know issues, and cheat codes. |  |

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| Installer Package | Create a single .exe installer file. This installer should be easy to use and should install ALL required software automatically. Any optional software should also be included for the user as a convenience. |  |

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| Zip File | Create a .zip file that contains both the readme and the installer package. The file format for the .zip will be : "turninmonth turninyear shortname install.zip" Example : january2011geinstall.zip |  |

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| C:\Users\Derek Marunowski\Desktop\logo.png | **GAME PROJECT ARCHIVE**  **Screenshots Checklist** |
| Nine screenshots should be taken. Make sure as a whole they convey the concept of the game and its highlights. Also be sure to include at least one "Action" shot. Feel free to use a 2D editing tool to enhance any of the screenshots especially the "Action" shot. Screenshots will be displayed on the Game Portal and the GP Games Studio board.  The first screenshot will be used as the thumbnail for your games entry on the web portal, so make sure it best represents your game.  All **NINE** screenshots need to be **JPG format**, and **1920x1080** resolution. | |

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| Screenshot Count | Provide NINEscreenshots. |  |

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| Naming Convetion | turninmonth turninyear shortname ss#.jpg  Example : january2011gess1.jpg  january2011gess2.jpg |  |

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| C:\Users\Derek Marunowski\Desktop\logo.png | **GAME PROJECT ARCHIVE**  **Gameplay Video Checklist** |
| Record a sample gameplay video of your final build. This video will have multiple uses for both your team and Final Project. Videos can be used in the following ways.   |  |  | | --- | --- | | * Uploaded to Game Project Web Portal (gameproject.fullsail.com) |  | | * Uploaded to Gameplay Video Monitor in the Studio * Used in Fullsail promotional videos to showcase student games |  | | |

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| Recorded Game Video | 15 minute maximum length video of a single continuous take of your gameplay. |  |

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| Save Video to Video Folder in Archive Structure | Verify that video has been saved to Video folder. |  |

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| C:\Users\Derek Marunowski\Desktop\logo.png | **GAME PROJECT ARCHIVE**  **Perforce Cleanup (only applicable if your team used perforce)** |
| Perforce must be cleaned of all material that is not part of the Archive Process. Move all files over to a GitHub repository. Create a GitHub repository under the Fullsaildevelopment GitHub organization. | |

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| No Duplicate Items | Any Duplicate Files Must Be Removed (Assets, Code, Documents, etc) |  |

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| No 'Non-Archive' Files Left On Server | ALL Files not listed in this document are to be removed. Consult your Product Owner if you would like to include additional items in your Archive. |  |

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| Folder Naming Conventions | All folders and Files must use the naming conventions provided in this document. |  |

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| --- | --- | --- |
| File Hierarchy | All files and folders must adhere to the hierarchy detailed in this document. |  |

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| C:\Users\Derek Marunowski\Desktop\logo.png | **GAME PROJECT ARCHIVE**  **Game Docs Checklist (optional)** |
| A .zip file containing the projects major documents will be available for download on the Game Portal. The major documents are the Architecture doc and any Pitch/Design docs you may have created. You can also add your pitch video. | |

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| Architecture Doc | Architecture doc placed in "Architecture" folder. |  |

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| Pitch/Design Doc | Pitch/Design docs placed in "Design" folder. |  |

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| --- | --- | --- |
| Pitch Video | Pitch video placed in "Pitch Video" folder. |  |

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| ZIP Documents | Combine the above folders with their files into a single .zip file.  Naming Convention : turninmonth turninyear shortname docs.zip  Example : january2011gedocs.zip |  |

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| C:\Users\Derek Marunowski\Desktop\logo.png | **GAME PROJECT ARCHIVE**  **Source Code Checklist (optional)** |
| Your entire source code base will be archived on our servers. Please make sure you include **EVERYTHING** required to rebuild your game. Solution, Source, and Resources will all be saved. While the content of your source will not be graded, this is a good time to 'clean up' any of your code focusing on inappropriate lines of comments. | |

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| Clean Folders | Remove all duplicate content. Removed unused projects or spike solutions. Remove all duplicate or obsolete assets. |  |

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| Complete Source | Ensure that everything to rebuild the game is accounted for. |  |

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| Submission | Create a .zip file that contains your entire source code base. The file format for the .zip should be : “turninmonth turninyear shortname source.zip” Example : january2011gesource.zip |  |

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| C:\Users\Derek Marunowski\Desktop\logo.png | **GAME PROJECT ARCHIVE**  **Jumbotron Video (optional)** |
| Record a sample gameplay video of your final build for the backlot Jumbotron. The video must have a 945x532 ratio, must be 5 minutes or less and must be saved as a .mov file.   |  |  | | --- | --- | | * Used on the Jumbotron screen in the Full Sail Backlot |  | |  |  | | |

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| Recorded Game Video | 5 minute maximum length video of a single continuous take of your gameplay. |  |

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| Save Video to Video Folder in Archive Structure | Verify that video has been saved to Video folder in 945x532 resolution in .mov file format. |  |