GA3331 – Final project

# Description

You are to create a game prototype based on a theme that was voted upon. The first objective should be to think of your main gameplay mechanic based on the theme. You will then write a one-page document detailing the gameplay, which will be handed in on week 10 along with your in-progress prototype. You cannot use any previous prototype for this project (You must make a new game).

This final project is worth 20 points (you have 100 total points for the quarter).

# Requirements

* You will be presenting your first gameplay prototype to the class on the 10th week.
* You are welcome to use any pre-made assets you can find, or previous playmaker scripts.
* The focus for this project is to make **fun** gameplay. Remember that gameplay should be the first priority!
* This game can be single player, or multiplayer using the same machine.
* You need at least 5 minutes of gameplay.

# Deliverables

* For Week 10:
  + A one-page document describing your game.
    - Describe the primary gameplay mechanic and rules for your game.
    - Describe the victory condition
    - Describe the loss condition
  + A demonstration of your in-progress gameplay prototype to the class.
* For Week 11
  + A demonstration of your final game to the class.
  + An executable of your game

# Grading breakdown

* **One page design document - 2 point**
  + Accurately describe the game, including the rules, features and victory conditions.
* **Art/Graphics/Sound - 3 points**
  + A custom and interesting level created with existing or new assets.
  + Includes sound and music where appropriate
  + The game's art is attractive and compelling (not repulsive or distracting)
  + Does the game provide clear audio and visual cues and feedback to the player?
* **Level Design/Gameplay of 5 minutes - 10 points**
  + Are the rules and victory conditions for your game clear and easy to understand?
  + Is this a game you envision other people having fun playing?
  + Is this a game that you would have fun playing?
  + Is there a sufficient amount of gameplay in it? In other words, is the game simply too short or becomes brain-dead repetitive too quickly?
  + Does the game seem to have a lot of replay value? Is there something about it that would compel additional playing?
* **Bug free gameplay - 3 points**
  + Can you finish the game 100% of the time?
  + Do the graphics/sound/gameplay elements all work consistently and without failing?
* **Presentation - 2 points**
  + On Weeks 10 and 11, you will present your gameplay to the class, describing its gameplay and demonstrating its features.