GA3331 – Final project

# Description

You are to create a mod for UDK with a group. The first objective is to write a design document, as well as create a paper prototype for your mod first. Once you have finished your paper prototype, you will begin creating the content for your UDK mod, using any pre-made assets you want, except levels.

This final project is worth 20 points.

# Requirements

* Work in groups of 3-4. It would be beneficial for you to try to take roles across multiple disciplines, such as art, design, and programming.
* Create a 1-page design document along with a paper prototype first, using whatever materials you like.
* You will be presenting your paper prototype to the class on the 9th week.
* After completing the design document and paper prototype, you can begin work on your UDK mod.
* You are welcome to use any pre-made assets you can find, except for the level which must be made from scratch.
* The focus for this project is to make **fun** gameplay. Remember that gameplay should be the first priority!
* You can make this mod for single player or multiplayer.
* You need at least 5 minutes of gameplay.
* At the 11th week of class, **each member** of the team must take part in presenting your project to the class.

# Grading breakdown

* **Design Document - 1 point**
  + Accurately describe the mod, including the rules, features and victory conditions.
* **Paper prototype - 2 points**
  + Demonstrates the practical application of the design document, and is presented to the class.
* **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 – 5 minutes - 9 points**
  + Are the rules and victory conditions for your mod 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**
  + Each member of the team presents the UDK mod in a manner of your team’s choosing.