GA 4401 – Week 8 – Final Game Jam

As a class, for our final project we will be working on a mock Game Jam. The entire class will be involved for this exercise in two, large groups, and there will be a closer relationship to the production cycle of a real game.

# Rules

* The theme of the Game Jam will be “[Evolution](http://www.google.com/search?q=Evolution)”.
* The class will be split into two, even groups.
* The class will spend three weeks working on the Game Jam.
* You are allowed to work on this outside of class as well.
* The focus should be gameplay first, not quality first.
* Amongst the groups, you need to designate the following leads:
  + Scripting/Programming/Kismet
  + Level Design/Art Direction
  + Game Design/Game Direction

# Requirements

* Play time can be any duration.
* The game should be a single player game.
* This cannot be an Unreal Tournament based game (No deathmatch games)
* Polish level is expected to be very high after the second week of work.
  + This means there should be particles/audio/menus where it makes sense, and the gameplay should be bug free.
* There will be presentations during Weeks 9, 10 and 11.
* On Week 10, there will be a **twist** introduced to the production cycle.
* On the final week, each half of the class will vote on the other half of the class’s project.

# Grading (30 points)

* 10 Points for Week 9 prototype – Quantity over Quality
  + (5) Game is basically playable, has a victory condition and demonstrates the theme chosen. The game is also demonstrably fun at this point.
  + (2) Document detailing the iteration that occurred
  + (3) Presentation of the prototype to the class
* 10 Points for Week 10 finished prototype – Quality
  + (7) Game is tuned and polished, without bugs and with finalized art/audio/levels
  + (3) Presentation to the class of the finished game
* 10 points for Week 11 presentation
  + (5) Points for finished game, packaged in mod form.
  + (5) Points voted on by the class for presentation and game impression