GA 4401 – Week 6/7 – Lab Exercise - Minimalism

As a class, vote on a theme for the work that will be done today. Based on that theme, you will work in groups of 3 over two class periods.

The first class period of work will revolve around developing the gameplay. The deliverables for week 7 will involve a rough prototype of the gameplay that matches the theme chosen. In addition, you will be presenting your prototype to the class on Week 7, along with a document that details the various iterations you went through.

The second class period of work will involve improving the **Quality** of your game. Iterating on gameplay, as well as polishing the assets including any additional intro screens, matinees, audio, particles, and bug fixes. In addition, you will be presenting your game a second time, to the rest of the class

# Requirements

* Play time should be 5 minutes or less, so you can focus on fast iteration.
* The game should be a single player game.
* This cannot be an Unreal Tournament based game.
* 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.

# Grading (20 points)

* 10 Points for Week 6 prototype – Quantity over Quality
  + (5) Game is basically playable, has a victory condition and demonstrates the theme chosen
  + (2) Document detailing the iteration that occurred
  + (3) Presentation of the prototype to the class
* 10 Points for Week 7 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