***CPS 382 Fall 2017 Final Project Guidelines***

The final project in this class is to create a 3D Project of high quality. This is a large portion of your final grade and may be on display for all students to play so make something awesome!

***Requirements:***

Schedule:

All deadlines are at class start time. Nothing is accepted late!!

Project Proposal (10/19/2017)

Project Proposal Presentation (10/26/2017)

Initial Project Plan (10/26/2017)

Weekly Project Plans (Due on Fridays at 2PM or earlier!)

10/27/17

11/3/17

11/10/17

11/17/17

11/24/17

Beta Testing (11/14/17)

Project Version 1 Submitted to Blackboard (11/30/17)

Project Demonstration (11/30/2017)

Winter ExtravaGAMEza (12/2/2017)

Project Version 2 Submitted to Blackboard (12/7/17)

Final Documentation (12/13/2017)

Self Grade (12/13/2017)

Project Proposal (10/19/2017)

The proposal will explain who is working on the project, what the project is, and what you expect to complete. Go into as much detail as possible. List out any concerns you might have about developer tools, knowledge, etc.

**All projects must include\*:**

1. Video Demonstration

2. Excel in programming, modeling, or assembly. (You Choose!)

3. More complex than your first 3 projects

4. Project that correctly starts and ends

5. Some kind of On-Screen text that lets the user know what is happening

6.

7.

8.

9.

10.

Your proposal must also include 5 additional elements that are specific to your project. At the conclusion of the project, you will grade yourself on a scale of 1-10 in each of these 10 areas (my 5 and your 5). I will OK your proposal and you can then move on to creating the project plan. After I approve all proposals, each person will do a quick talk about their project. If you start working on your project and decide you want to do something else, you must resubmit your proposal with your changes and get my approval. No mods to the proposal accepted after 11/15/2017. Be very descriptive in your proposal about how your project will achieve these 10 items. You might even list out several ways your project will achieve each of them. This is a self-guided project so the clearer you are the easier it will be for you to understand your final grade! Also identify your area of focus (Item 2 above

Project Plan (10/25/2017)

This plan will contain weekly milestones for each member of the group. It will have a listing for each week (10/27- 11/24), the developer’s name, weekly objective, and a Y/N if that objective was met. Each Friday you will turn in your updated project plan with a Y or N filled in for each member of the team for a homework credit. Objectives can be anything and do not need to be tied to specific project features. For example, “Learning more complex AI” could be something that is needed for your project, but the implementation will come later. The purpose is to make sure the project goals and the paths to get there are understood. You will not be penalized for turning in a milestone with an N in the column.

Beta Testing (11/14/2017)

Projects should be in a somewhat runnable form at this point. We will make the projects available for our class to play with and report bugs back to you. Your project can crash, it can have terrible bugs, but it must do something in order to receive credit.

Project Demonstration (11/30/2017)

Your project will be on display for all classmates and other CS/IT majors to play. Your project’s content will be graded at this point. You must turn something in before class on this day. No late projects will be accepted!

Project Demonstration v2.0 (12/7/2017)

Take the feedback from other students and show your improvements after 1 week.

Final Documentation (12/13/2017)

This piece must be completed individually. Describe your project from start to finish. Was there anything that was unexpected? Anything you would have done differently. Evaluate each member of the group’s contribution. Also include a self-grading sheet for each member of the group. What grade should each member receive? Include a declaration of assets.

The final project is worth 30% of your final grade. The breakdown of that 30% is as follows:

Project (11/30/17): 55%

This value comes from the 10 requirements outlined in your proposal.

Proposal: 10%

Project Plan: 10%

Beta Testing: 10%

Project Demonstrations: 10%

Final documentation: 5%

\*Additional Project Requirements:

**Projects must be submitted with a complete Unity Project that actually builds**

If there are reasons I cannot build your project (using proprietary plugins, special builds of Unity, etc) let me know ahead of time. I will build on the lab computers so you can test on those. If it does not build, the project is not accepted. No Late projects! Projects that do not build and just contain code copied from the internet will receive no credit!

**Projects must be submitted with an executable that runs on the platform**

I prefer projects to be playable in Chrome, however if you designed to run on windows, a compiled exe that just runs must be there, if you are running on an android device, provide the apk, etc.. You must also include installation instructions. If I cannot run it, the project is not accepted. No Late Projects!

**Projects must have substance**

This will be clear to us when the project proposal is accepted. There are enough cookie clicker games out there. Making a box and dumping it on terrain is not enough!

**Projects cannot be examples we used in class**

Your projects must be unique. Change the pictures, change the code, change something! This will all be clear to both of us in the proposal.