Game project info

Game Requirements:
Groups of 4-5
Unity game
Must be a graphical based game (2D or 3D)
Web player game
Will be published on the Internet
Must use Github or BitBucket (Git or Subversion)

1st playable presentation:
21st of April

Hand-in: Deadline:
5th of May (end of day)

Deliverables:
- Game design document (2-5 pages)
- Game development diary (max ½ a page per week), where all major decisions and obstacles are described.
- Unity project
- Unity web build (html + unity3d files)

Game evaluation:
Game design document + Game development diary (20%)
- How well is the game idea communicated
- Vision statement
- Audience
- Characters (if applicable)
- Story (if applicable)
- **Who did what**

Game design + Gameplay (20%)
- Fun, interesting, challenging
- Core game mechanics
- Rules, objectives, resources
- Outcome
- Conflicts
- Level design
- Game balance
- Progression
- Novelty

Game complexity (25%)
- Complexity of tools used
- Lines of code written
- New techniques used that was not being taught in class

Source code / Unity project (25%)
- Readability
- Structure
- Code

Game presentation (May 9th) (10%)
- Game presentation
- Explanation of technical aspects of the games
- Reflection: What went well / what went wrong

DIS Showcase (May 11th)