

FINAL PROJECT GUIDELINES AND RUBRICS:

General Instruction: Develop an RPG video game based on one or many of your TTRPG One-shots.

Submission: May 27- 31 (depending on your section)

Groupings: YES. Use the same groupings you have in the TTRPG System.

Note: A student who is absent on both day 1 and day 2 of the Game Con will be required to complete this project individually.

Game Functions:

1. The player must be able to create or choose a character.
2. The game must allow the player to decide what to do in the story.
3. The game must have at least 2 types of conclusions (Good and Bad).
4. The game must have scenes that require ability checks.

CRITERIA	WEIGHT	4	3	2	1
Platform	2	<i>The game can be played both on PC and Android</i>	<i>The game can be played on Android</i>	<i>The game can be played on PC</i>	
Audio	1	<i>The game uses the following audio elements: SFX, BGM, Ambient, and Character Voice.</i>	<i>The game uses most of the audio elements.</i>	<i>The game uses some of the audio elements.</i>	<i>The game has no audio.</i>
Animation / Visual Effects	1	<i>Perpetual Animation is observed excellently</i>	<i>Perpetual Animation is observed most of the time</i>	<i>Perpetual Animation is observed sometimes</i>	<i>Perpetual Animation is not observed.</i>
Graphics	1	<i>The graphical assets are used consistently and align with the game's design.</i>	<i>The graphical assets are mostly used consistently and align with the game's design.</i>	<i>The graphical assets are sometimes used consistently and align with the game's design.</i>	<i>Poor graphical assets and or has no consistencies.</i>
Functionality	3	<i>All functions are working properly</i>	<i>3 functions are working properly</i>	<i>2 functions are working properly</i>	<i>1 function is working properly.</i>