Spit ‘n Polish!

# Assignment Description:

This is the last hurrah on the code implementation phase. Hopefully, all the scripts have been written and at least initially tested. This is the final check-list for the implementation phase, once done with this you can begin formal QA testing.

# Preparation:

Make sure all the scripts have been written and initially tested.

# Task:

Go through this table and fill it out. Try to be very thorough with your game as it will give it a finished look.

|  |  |  |
| --- | --- | --- |
| Element | Observation, Fix | Team Member Name |
| Skybox and Background  (Is it fitting for your game) | No fixes needed. | Jakob Guadagno |
| Textures and materials used. No default materials. | All objects have textures and / or materials. | Jakob Guadagno |
| Sound  (In place, works, meaningful) | Some of the UI sounds weren’t working. Fix: Made a script to find sound manager. | Jakob Guadagno |
| Animations are smooth enough for the theme of the game. No or very little lag between input and animation change. | Animations are smooth enough with sound on queue | Jakob Guadagno |
| Levels  Look for:   * Flat areas * Objects without texture * Size appropriateness * Enemy respawn necessary? | All objects are textured and size appropriate.  No enemy respawns necessary. | Jakob Guadagno |
| UI   * UI art style fits theme. * UI inputs work. * UI information is updated correctly. * Necessary UI information survives scene transfers. * Any important information not being displayed on the screen? | * UI fit’s theme * All inputs work * UI inventory wasn’t updating correctly. Fix: Erase on level complete and reinitialize item list. * UI information survives scene transfers. * All relevant information is displayed when and where needed. | Jakob Guadagno |
| Scene Transitions:   * Is the correct data preserved after a scene transition? * Are all necessary player settings preserved after a scene transition? * Any level-specific information preserved after a scene transition | * Yes, data is preserved * All settings are preserved. * No, need for level specific information. | Jakob Guadagno |

# Grading Rubric:

No rubric, I will be looking for detailed observations and explanation on fixes or final decisions. The quality of the observation and explanations will be graded.

# How to Demo:

You can use this sheet, or create your own document with the information in the table. You and your team will need to observe each element, detail any observations, bugs and how you fixed them. Make sure there is one document per team.