

Assigned: 3/2/2012  
Due: 3/16/2012

Project 3: Game Engine Prototyping: Part II  
*Team of 3 - 4 people*

**Goal:** Starting from a high level design doc and a clear backlog, using the required mechanic of “grab data from the Internet and use it meaningfully in game,” create a single player playable digital prototype with a consistent theme/story. Teams are strongly discouraged from designing any game that puts data back into the network - data flow should be in one direction only for simplicity of coding.

**Project Description:** Using the Theme decided upon in class, choose a simple basic fiction or story, and a core mechanic to implement in your game. There will also be a ‘required mechanic’ shared in class to incorporate into your prototype. As with the first digital prototype, fiction, mechanic, and any assets used in game - art or sound - should complement each other, so that they work together to make the prototype feel consistent within itself. If any additional mechanics are implemented in the game, they should work with the core mechanics to enhance the overall ‘feel and style’ of the game.

For in game art and sound, the team can either create assets, or use downloaded **open source** assets. There are websites with freely usable assets listed in ‘Useful Software’ handout; you may find other sites on the web. Be certain that any assets you do use in this manner are Open Source, and that you have followed any and all legal requirements in using those assets in your game. ***Using assets that do not belong to you, and that you have not been granted the right to use, is stealing, and will not be tolerated in this class.*** This is not an art class, and we are accustomed to ‘programmer art’ - but even working with pre made tile sets and poorly (or non) animated characters, a consistent and logical game style can be achieved. Go play [“Sissy’s Magical Ponycorn Adventure”](#), a game with all assets created by a 5 year old.

To be considered ‘playable’, your prototype needs to meet the minimum ‘playable’ requirements listed in Appendix I: Playable Prototype Requirements.. It does not need to be defect free, although defects that prevent the game from being played are not acceptable in either the final version or the version used for user testing.

In addition, each team member must write a not more than one page paper describing how the prototype changed from its initial conception to final version, and why those changes were made. Finally, the team will give a 5 minute oral presentation (as a group) on their experiences working on the prototype.

**Deliverables - 3/9/2012 (see Appendix 1: Requirements for User Testing)**

- Have at least one outside user testing session with your game.

*Deliverables: - 3/16/12: (see Appendix 1: Requirements for Final Delivery)*

- Playable prototype game.exe (or other executable file) uploaded to Stellar (Project 2), along with any necessary installation instructions/ReadMe.txt. ***It is the responsibility of the team to upload a playable version of their game, and sufficient explanations in the form of a ReadMe.txt or install.txt, such that the game can be downloaded, installed, and run by graders.*** (group)
- One page write up describing how the prototype changed from its initial conception to final version, and why those changes were made. (Individually written, submitted to Stellar, copy goes in lab notebook)
- Initial High Level Design Doc (submitted to Stellar, copy goes in lab notebook; created as a team.)
- Final High Level Design Doc (submitted to Stellar; copy in lab notebook; created as a team.)
- Weekly backlog copies: (in lab notebook, created as a team)
  - Initial Project Backlog 3/5/2012
  - Project Backlog as of 3/9/2012
  - Project Backlog as of 3/14/2012
- 5 Minute In Class presentation (group)

*Key Dates:*

- *Wednesday 3/2/2012: Assignment handout, team formation*
- *Monday 3/5/2012: Initial High Level Design Doc, Initial Project Backlog/Feature list due*
- *Wednesday, 3/12/2012: External user testing (due by)*
- *Friday 3/16/2012: All deliverables due at the beginning of class; presentations given.*

## Appendix 1: Playable Prototype Requirements

*For User Testing:*

- User is able to start a new game.
- Clearly indicates to a user when a game is in progress.
- Allows the user to play all the way through the game.
- Clearly indicates to the user when a game is over.
- Clearly indicates the overall result of a game to the user: won/lost/other state
- If game can be paused, clearly indicates when game is paused.
- If game can be paused, it is easy to toggle between paused and unpaused.
- Any game-breaking or otherwise seriously interfering defect is documented for users.

*For Final Delivery:*

Basic Requirements:

- Runs on a system with no developer tools installed. *(If the game is a browser game, then it should be up on a server and a URL where the game can be played from provided.)*
- Displays the name of the game.
- Credits are present (can be on the title screen/legal screen)

- Displays all required legal screens, licenses, and copyright information (*if you are using borrowed assets that require an attribution - ie, 'feel free to use this artwork but give me a credit in your game' - those are covered under this requirement.*)

Playability:

- User is able to start a new game.
- Clearly indicates to a user when a game is in progress.
- Allows the user to play all the way through the game.
- Clearly indicates to the user when a game is over.
- Clearly indicates the overall result of a game to the user: won/lost/other state
- If game can be paused, clearly indicates when game is paused.
- If game can be paused, it is easy to toggle between paused and unpaused.
- Any game-breaking defect is documented for users.
- Runs for at least one playthrough without crashing.
- Any serious defects are documented, so the users can avoid them.
- All expected features are in and working.