

CS 4730: Computer Game Design

Engine Team: Engine Polish and Menus

Overview

For this assignment, you will be polishing your game engine as you approach the final release of your game. At this point, these polishes should be very minor. In addition, you will be assisting the other teams by implementing the major menu screens.

IMPORTANT NOTES

- 1) For this assignment, your larger group will submit a SINGLE BUILD of your game, with the additions of each of the three sub-teams incorporated. This will serve as a **final release** of your game.
- 2) In lab, you may have negotiated slightly different requirements than are specified in this document. If this applies to you, then work on the requirements you agreed to with your TA.

Part 1: Listing/Identifying Polish Items

The first thing you should do this week is examine your engine implementation (all the entities you implemented in your sub-team) and make a comprehensive list of improvements that could be made to these particular features. Your list should have at least 10 items for polish listed. Some examples of things you might notice:

- Alpha transparency doesn't cascade to children as it should.
- The game lags when the player interacts with too many objects at once.
- The camera has minor bugs (can sometimes run off the end of the screen, etc).
- Etc.

Once you have this list, sort it in order of priority. Highest priority items should be game-breaking issues (e.g., it is impossible to defeat boss 2). You will be submitting this prioritized list.

Part 2: Fix identified issues

You need to fix / address the issues you identified in your list. If your list is shorter than 25 items, justify precisely why you could not come up with more. If you weren't able to fix every item, justify why you did not or could not do so. Once an item is fixed, note this in your document.

Part 3: Menus

Your last task is to implement the primary menus for your game. This must include, at a minimum, a start screen, a pause screen, a game over screen, and some kind of end game screen. Work with your level team if necessary to hook these into your game so they trigger at the appropriate time. The screens can be very simple, but must convey all appropriate information (e.g., "press A to start").

Part 3: Final Build

Work your fixes and menus into the final build of your game. Finalize your list of polish items so a grader can easily understand the changes you made to polish your game.

Turn In

Submit a single zip of your game on Collab OR a link to a github repository with ALL of the additions from each sub-team incorporated. You must also include a pdf of your polish items and the status (fixed, not-fixed with justification, etc.) for each.