I2P(II) 2025 Final Project Spec

Schedule

- 5/30 (Fri.) 23:59 — Proposal submission deadline
- 6/14 (Sat.) 23:59 — Project code & demo video submission deadline
- 6/15 (Sun.) 09:00~17:00 — Demo
    - Online, demo slot sheet TBA
    - For each group:
        - 8 minutes for demonstration
        - 4 minutes for Q&A
    - You are welcome to stay online and see others' demonstration!

Proposal

- Late submission will receive -5 points deduction.

Format

- 2 pages, A4 paper, PDF file.
- Use font size 12 for your main content.
- No other limits for formatting.

Content

- Brief ideas for your project.
- Planned functionalities & mechanics.
- Similar works on market.
- Development schedule for the following days.
    - You can use Gantt chart or other charts to demonstrate.
- List of team members & division of labor.

Final Project (Code + Demo)

Rules

- Must be written in **C++ & Allegro5**.
  - No need to base on Mini Project 2.
  - No need to be a game.
- Late submission is not accepted.
- In your code repo, you should provide a README.md file.
  - Describe & list all the features of your game.
  - List out individual contributions and percentage.

Here's an example README.md file:

```
## Features
- [Easy]
  - Local account system
  - …
- [Hard]
  - Procedural generated level
  - Map editor
  - …
## Individual Contribution
113062XXX 王小明 (30%): Local account system
113062XXX 陳小美 (70%): Procedural generated level, Map editor
```

Grading Policy

- (10%) Game Base
  - Base 1: No major game mechanic changes from Mini 2 (Tower Defense)
    - You will get slightly lower base score.
    - **Using project templates from previous years** are also regarded as this case.
  - Base 2: Not based on Mini 2, or have major changes from Mini 2
    - You will get slightly higher base score.
    - Changing gameplay mechanics of Mini 2 also counts. (e.g. Battle Cats)
- (10%) Game Flow
  - Full 10% granted if your game can play normally and won't crash.
    - -5% if your game crashes in demo.
- (40%) Basic Features
  - Graded according to **difficulty**, **novelty**, and **completeness**.
  - Here are some possible features you can implement.
    - Physics simulation system
    - Using online APIs (e.g. GPT)
    - Local or online account system
    - Map editor
    - Procedural generated level
    - Special camera movement, or rendering/shader system
    - Mini map
    - …
  - You can do something else, though. Just list them in your group proposal and README.
- (20%) Advanced Features
  - Advanced AI algorithms (e.g. MCTS, neural network)
  - Online realtime multiplayer
  - Any other features you think is advanced enough. Just list them in your group proposal and README.
- (5%) Use Git
  - Full 5% granted if you use version control tools (e.g. Git)
- (5%) Individual Contribution
  - We'll grade according to your contribution percentage listed in the README file.
- (10%) Subjective
  - Art style, appearance, presentation, etc.