CIS267 – Beginning Game Programming

Final Project Point Breakdown - 425 Points Total

**Final project pitch – 25 points**

You are required to create pitch for your game (review FinalProject\_Pitch-Rubric for more details) due 11/05 before 11:59 pm. We will review this together the day it is due and we will talk about any changes that need to take place.

**Weekly Reports – 10 Points per Report (50 Points Total):**

Each week the group must submit a weekly report. These reports will be treated as credit or no credit. The group has either covered the items listed below in their report or they have not. Weekly reports will be due every Sunday, starting 11-12-2021, before midnight on brightspace. Late reports will be counted as a zero. Every member in the group will receive a different grade on their weekly report depending on what was accomplished by each member that week. If there is no weekly report submitted, everyone in the group will receive a zero. . If there are multiple weekly reports submitted, everyone in the group will receive a zero. Listed below are the **MINIMUM** requirements for your weekly report:

Upload you word document weekly report

* A breakdown of what each member in the group has completed to date. This will be a continuation from week to week. I want this in bullet points so it is easy for me to read.
  + Zack
    - Player Movement
    - Camera
    - Enemy
  + Gabe
    - Level Design
    - Character interaction
    - Collectables
* What has the group completed to date and how far along in the project are you.
* Do you still feel confident that you can complete this in the given time? Why or why not?
* What issues are you having? How do you plan to overcome them?
* A breakdown of what each member in the group is going to complete in the upcoming week. I want this in the same format as above (same format as above).

**Milestones – 4 milestones (100 Points Total)**

Each week the group must submit a build of their game completing each milestone. There is a milestone that must be completed each week starting on 11-13-2023. Reference the milestones document on brightspace to see what each of the project milestones are. These will also be graded based off credit no credit. This will also be a group-based grade.

**Peer Evaluations – 50 Points**

At the end of the semester each student is required to evaluate each of the other members in their group. I will be asking you to rank your peers so that I can get a feel for if the work was equally shared. This will be confidential. The 50 points for this will affect each student individually. This means if a student pulled the entire group and there was a student who did not do anything, based off of the group consensus, those two students will receive different grades for this part of the assignment.

**Final Project – 200 Points**

* Playable demo submitted on 12-11-2023 before class
* GitHub link for project submitted on 12-11-2023 before class
* Peer evaluations will play a role in this grade. Each team will be required to review their own team members and their game.