COMP 6341
Multimedia and Human Computer Interaction

GAME PROJECT
Minimum Requirements

GROUP WORK: 2 or 3 Students

CONTRIBUTION: 20% of Final Mark

SUBMISSION DATE: Week 8, April 28, 2020

DEMONSTRATION DATE: April 14-21, 2020

Part 1 – Introduction of the Project

Create a game application using Construct2 by Scirra
Theme: a topic/ a subject in about Indonesian culture

There are at least 300 ethnic groups in Indonesia, each with their own set of customs and distinctive cultural objects (food, art, fashion, game etc.)

The end result will be a completed game which you will demonstrate, and everyone else will get to play

Part 2 – Proposal of the Game Application

1. Write a proposal for your game application and post on your blog (dateline: Week 5).
2. All members should create the proposal with their own word and post the proposal on their own blog.
3. Explain what kind of game that you want to create, explain briefly and list all members.
4. No plagiarism.

Part 3 – The Game Application

The genre or type of the game can be anything as long as no nudity and no illegal content.
1. A unique idea of the game application is important for your grade.
2. For sprites, background and any other objects, you could get from internet as long as free to use.
3. Use sound in your game application is better.
4. Add music if you think that music is very important for your game and help the player. Make sure the player has option to turn off the music.
5. Its better your game has a HUD to keep the score or time or anything that important always available for your players.
6. A help page that explain how to play your game
7. An about page that contain all team members' name and how to contact you, an email is better
8. A page that contain a list everything that you got from internet with the link of the sources.
9. Design is not a main point in this course, but it still has points (10%)

Part 4 – Guide for Your Game

A guide to your game (post on your blog) with the following sections, in this order:
1. The name of your game, and your team members' names
2. At least three images (screenshot) showing a typical scene from your game being played
3. How to play your game, including what things happen and how the scoring works
4. What player controls are available (what keyboard keys do, mouse click, etc.)
5. The contributions of each team members
6. A list of items you created yourself (models, textures, sprite, etc.)
7. A list of items you did not create by yourself (write the sources)
All members of your team could use only one guide, but all members should post this guide on their blogs

Part 5 – Documentation about Your Contribution

Post on your blog, explain your contribution (and maybe the problem and what you learn) of this game application, every members should explain their own contribution, so you cannot just copy your friend's post.

Part 6 – Demonstrate the Game Application

You and the members of your group are required to demonstrate your game application on April 14 - April 21, 2020 (during mid-exam).