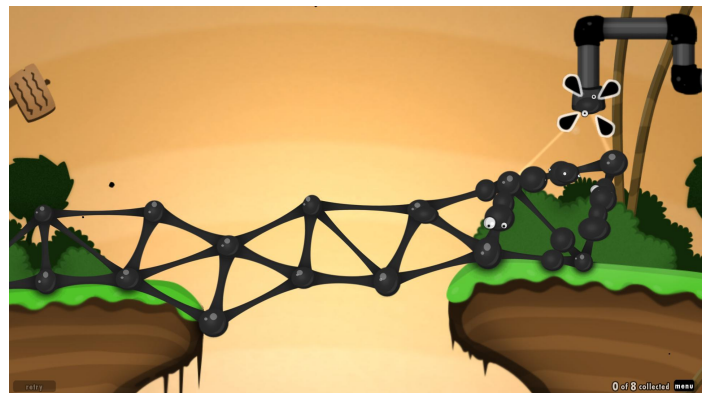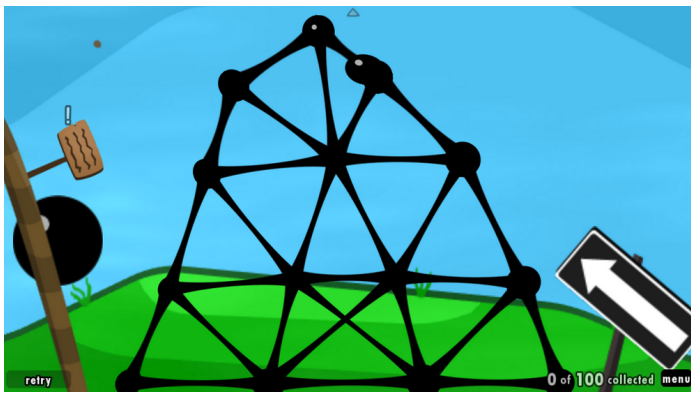# P2 Gold

Final Prototype

Students per team: 1

Restrictions

- Network functionality (Online Multiplayer, Server-Centralized High Scores, etc) is forbidden.
- Ask on Piazza / email before using major external assets (and don't forget credits.txt).
- Prohibited Game Types
    - Minigame Collections
    - Overly violent games
    - Turn-Based RPGs

The original "Tower of Goo" prototype (left) was so successful that it convinced its creators, 2D Boy, to produce 2008's "World of Goo", a best-selling Indie Game. The initial prototype was one of many created by the team in just 7 days. Learn more about rapid prototyping in the classic Gamasutra article, "How to Prototype a Game in Under 7 Days".

Assignment Logline

P2 Gold is the final sub-assignment for project 2, involving the delivery of your complete rapid prototype.

Students will…

- Prove they can iterate quickly on the feedback of their instructors and peers.
- Thoroughly explore a game design to prove whether it is fun, not fun, or somewhere in between.

Tasks

Complete all P2 Tasks

1. Successfully complete all tasks in your P2 project management boards.
2. Revise your game substantially in response to feedback from peers and instructors.
3. Submit to canvas (as per the "Deliverables" section below). Rest before P3 begins.

Portfolio Web Build

1. Generate an additional build of the game-- a web build! (or alternatively, just post downloadable mac and windows builds).
2. Host / Post the web build to an online portfolio page (perhaps your personal AFS space, ala tutorial 1, or your own personal portfolio website, if you have one. I recommend [this free template for a professional look](#), or [this html portfolio page](#) if you'd prefer something simpler.
3. Provide a link to your online portfolio in your PORTFOLIO.txt document described below.
4. Make sure that p1_gold is also visible and available on your portfolio site, alongside p2_gold.
5. Share the link to your portfolio's p2_gold in the #project_progress channel of the course discord server.

Deliverables

Submit to canvas one .zip file, with your uniqname in the title, containing…

1. One Windows executable (.exe, with _Data folder, UnityPlayer.dll, and Mono directory next to it) of your completed p2 rapid prototype.
2. One Mac executable (.app) of your completed p2 rapid prototype.
3. One Assets folder (the top-level folder titled "Assets" in your Unity project).
4. One ProjectSettings folder (the top-level folder titled "ProjectSettings" in your Unity project).
5. One ITERATION.txt document, describing the feedback you received for your gold spike, and how you changed your p2_gold as a result of that feedback (4-6 sentences).
6. One PORTFOLIO.txt document containing a URL to your online portfolio, where a functional WebGL build (or downloadable mac and windows builds in a .zip file) of both your p2_gold **and previous p1_gold** is available. To put it differently, your portfolio web page should have links to both your current project and your past one. I recommend [this free template for a professional-looking portfolio](#), or [this example html portfolio page](#) for something simpler). If your web build isn't working, you may post a Windows and Mac build instead. This portfolio page must include other stuff beyond the game link, such as student name. Do not publicly post any source code. If confused, [follow this video tutorial from 494 F20 GSI Eashwar mohan](#). You may not simply link to a default http-server-generated index page.

a. **Reminder:** The grading process does not always take place immediately following a deadline-- a fact that has resulted in plenty of missed portfolio-related points. How could this fact cause a student to lose points?
b. You may not simply link to hosted files (IE, your projects in a google drive or dropbox folder).

Examples

[GuruGuru](#) by Qinye Li (controls : Space, Shift, and arrow keys)

Tips

- Make liberal use of search engines (The query "Unity <question / topic>" is highly efficient). Just remember to credit code found online in your game itself or within credits.txt in your .zip submission.
- Use the agile / burndown functionality of Redmine to determine if you're on-pace.
- Do not lose too much time to a single task. Write down your problems / questions, move on to other tasks, then attend office hours to knock the hard ones out efficiently.
- Make liberal use of Piazza. Ask questions in a project-agnostic way (or your question will be taken down).
- If you are behind, consider cutting the lowest-priority, least impactful tasks. This will impact your grade, but not necessarily in a huge way if done properly.