CMPT 306.3 (01): Group Project

Project Description

In groups of 4 you will design and develop a small video game prototype. While the design of the game is largely up to your group, there are several constraints that every group must satisfy.

Requirements

- The game should be replayable or infinite. This could be achieved through procedural content generation, or a granular scoring system. Think of an infinite runner, or an endless puzzle game.
- It can be 'level based', but the levels should be replayable to achieve higher scores. I.e. 'pass' a level but have a 'timer' for the granular scoring part.
- The game should include sounds and animations (these can be third-party assets).
- The game should have a scoring system which allows for some kind of competition.
- The game should be developed using a git repository for the group.
- Can use https://poki.com for inspiration or ideas

Recommendations

- Pick something simple to start, and then expand and iterate on it. Minimize scope early, don't start with a large vision.
- Try to build something simple and fun. Focus on the mechanic.
- Draw inspiration from other games, and think of a unique spin on them.
- Try to add at least one mechanic that distinguishes your game from the others.
- Start simple and then add more complexity, (powerups, game modes, etc).
- A prototype quality game means that some assets can be prototype quality art. Remember, https://poki.com/en/g/level-devil is one of the TOP games on that particular portal **$$$$$!**

Grading Scheme

- Milestone 1 - Project pitch - 5%
- Milestone 2 - Prototype - 5%
- Milestone 3 - Beta - 20%

Milestone 1 - Project Pitch

Your group will 'pitch' your game idea to the instructors and class. Each group will have 5 minutes to do an 'elevator pitch' to the instructors and class, describing their project. Each pitch shall have its own pitch deck (power point) to present to the class.   Pitch days will be during class on Oct 15th, and Oct 17th.   Groups #1-18 will present on Oct 15, and groups #19-37 will present on Oct 17th.

Deliverables:

- 5 minute in-class presentation.
    - Bring a laptop with an HDMI connection to class for your presentation OR make arrangements with the instructor and provide a pdf or powerpoint copy of your presentation ahead of time.
- Submission of .pptx (powerpoint pitch deck) to canvas at the end of pitch week.
    - The pitch deck should include some details of the game (ideally with screenshots or mock-ups showing what it could look like), and the intended user experience of the game.

Milestone 2 - Prototype

The prototype should demonstrate key code resources have been prototyped and are operating as intended. Code is not expected to be optimized, include full error detection or be completely bug free. Errors due to extreme or unlikely conditions which are not adequately captured are permissible and expected. Errors relating to the fundamental algorithm design are not. The proof

of concept should demonstrate that the core mechanic of the game has been implemented and the rest of the game can be built around it.

Deliverables:

- Submission of zipped game project to canvas. .zip format
- The game should demonstrate basic systems are implemented
- Include a short video of the game. .mp4 format
- Include a document listing what has been done since the project pitch. .txt format
- Include a burn-down chart showing the ideal work remaining time, and actual work remaining time
- Include a bullet point summary of what has been worked on and who has worked on it
- Include a gitlog.txt file from the git repository

Milestone 3 - Beta

The final submission of your game. This should be a beta quality prototype. A zip file should be submitted to canvas, and a web export of the game should be submitted and uploaded to 'itch.io'.

Deliverables:

- Submission of zipped game project to canvas. .zip format
- Include, in the zip file, a text file with names and email addresses of all of your group members, along with a statement giving permission for your game to be used for promotional purposes (i.e., department videos, class examples next year).
- Upload the 'web export' of the game to 'itch.io', and include the 'itch.io' game URL in the assignment submission.
  - On the itch.io page, include a short one or two minute video / trailer demonstrating the main gameplay and technical contribution of your game.
- Include, in the zip file, a document listing what has been done since the prototype. .txt format
- Include, in the zip file, a bullet point summary of what has been worked on and who has worked on it. .txt format
- Include, in the zip file, a gitlog.txt file from the project's git repository.