

## **CS 325 Introduction to Game Design (Spring 2013)**

### **Final Project — The Game**

**Due: Friday, May 3<sup>rd</sup>, 2013 at 11:59pm**  
(must be submitted through Blackboard)  
**with other deadlines along the way!**

**You may NOT use grace days for this assignment!**

#### **Goals:**

Gain experience in following a game design through development. Gain computer science and group work experience. Create a playable, fun game.

#### **Submission:**

Each group will submit ONE copy of their resulting game and documentation as a .zip or .rar file in the form: LastName\_FirstName\_FP.zip (or .rar) through the Blackboard assignments utility.

Additionally, EVERY group member should submit a short document discussing the contribution of each of the group members (themselves included). This file should also be named in the form of LastName\_FirstName\_FP.pdf (or .txt — no Word .doc or any other format).

#### **Elements (300 points):**

1. Game Design Doc Wiki (25 points): Each GROUP needs to write and maintain a Game Design Doc on the Blackboard wiki. This document should always contain the current design specification and work plan. A template is provided along with this assignment on Blackboard. Note that not all of the elements in this template will be applicable to your game.
2. Blogs (25 points): Each INDIVIDUAL needs to write to the blog on Blackboard about their contributions to their project on a weekly basis. Everyone should write their post by Sunday at midnight each week and detail what they have worked on that week. We are NOT interested in excuses, so a post such as “I didn’t do much this week because I had a lot of calculus homework” is not welcome. At least one member of each GROUP is also required to post the current version of their game. It should be playable and show progress from the previous week. INDIVIDUAL members can also post test programs or art work that they may have been working on that have not yet been integrated into the game.
3. Initial Presentation (25 points): Each GROUP will give a five-to-ten minute presentation showing their game prototype, describing the design, outlining the development plan, and describing what each member will contribute (April 4th and April 9th).

4. Final Presentation (50 points): Each GROUP will give a 10 minute presentation of their game (April 25th through May 2nd). The game should be demonstrated and the design discussed. Think of this presentation as trying to sell your game to a publisher.
5. The Game:
  - a. Each GROUP should develop one game. This means that all of the code needs to be working together (integrated). It must be based on the chosen design and written in Python and Pygame. The design should evolve to take into account the testing that was done and group member inputs. (125 points)
  - b. In addition to the well documented code itself, each GROUP needs to create a `ReadMe.txt` that briefly describes the structure of the code, how to play it, and any credits that need to be attributed. Each GROUP also needs to generate an approximately 30 second movie clip and 3 still images showing the best elements of their game. These items should be zipped with the code and submitted through Blackboard. (25 points)
  - c. Each INDIVIDUAL member of the group needs to write and submit a document outlining the contributions of themselves and their teammates to the project. Be honest and give a fair assessment of everyone's contributions. (25 points)

**Work hard and have fun!**

This document is subject to change with further notice. In other words: I reserve the right to alter or amend this assignment.