**CS4483/CS9541 Group Project Demo**

**Winter Session 2015**

**Purpose of the Project**

The general purpose of this assignment is to develop a video game of reasonable size and complexity as a team effort, employing the design perspectives and techniques discussed throughout the course. This is designed to give you experience in:

* the stages of the game development process.
* the various issues that arise in game design.
* the issues and trade-offs in game implementation.
* constructing a game demo base on design documentation.

The project is intended to be open-ended, to give you the freedom to explore the game development process in a manner that best suits your own background and interests. Consequently, it is up to you to decide:

* which of your pitches you will be choosing to develop.
* what platform and language to use (choose ones you already know).
* what gameplay your game should have.
* what features your game should include.
* and so on.

Please take the time to carefully consider these issues when developing your demo, as discussed below.

When you go to develop your game demo, you may choose to use third-party engine software or tools for your demo, or develop everything on your own. There are many excellent game engines available, depending on your platform of choice. Many platforms are possible, including computers, mobile devices, consoles, and web platforms. We have access to a wide variety of hardware here, so if you are looking for something in particular, feel free to ask.

It is up to you and your group to select the best development option for your game depending on what you have in mind, what your backgrounds are, and what you would like to explore during the project. It is highly recommended that you do not choose a platform for development with which you have no prior experience; you will simply not have the time to learn something new like that and develop your game at the same time.

**Assigned**

Tuesday, February 2, 2016 (please check the main [course website](http://owl.uwo.ca/) regularly for any updates or revisions)

**Due**

The project demo is due Wednesday, April 6, 2016 by 11:55pm through an electronic submission through the [OWL site](http://owl.uwo.ca/). If you require assistance, help is available online through [OWL](http://owl.uwo.ca/).

**Late Penalty**

Late game demos will be accepted for up to two days after the due date, with weekends counting as a single day; the late penalty is 20% of the available marks per day. Lateness is based on the time the demo is submitted.

**Group Effort**

Your submission is expected to be a group effort. Groups can be no larger than 4 or 5 students. It may be wise to have a group with a diverse range of interests and skills to provide a variety of contributions to the project.

**What to Hand in**

Your game demo must be submitted in both source and binary form. As this is a group project, only one member of your group has to perform the electronic submission through [OWL](http://owl.uwo.ca/). We will account for grades accordingly. (This is also why it is critical to list all group members in the credits in the README, discussed below!)

Be sure to include a brief README document outlining the features included in your game demo, how to install it, how to execute it, and how to play it. (This does not need to be an extensive user manual, but it should be enough to get a novice player going and playing your game too!) Also be sure to include any non-standard support libraries or other run-time support necessary for your games, or at least include links to these files in your README document. Once again, you are reminded that the department reserves the right to use similarity detection software in an effort to detect cases of plagiarism and other forms of cheating.

In addition to your submission, you will have to give a live demonstration of your game. This is not formal by any stretch of the imagination, but is your chance to give a walk-through of the game. If there is something important that you want to be taken into account during grading, this is a good time to show it off! Arrangements on these demonstrations will be made at a later date, and may take the form of either a special session of the course to show off your game to the entire class, or a private demonstration between your group and the course instructor.

**The Demo**

This is it! The game demo is finally here. At this point, what started in one of your pitches and was refined in your design documentation has been realized at last. This demo should be more-or-less fully playable, and have sufficient functionality and content needed to make it whole.

Hopefully, the game should be a faithful recreation of what you envisioned in your pitch. However, if you underestimated the scope of your project, it is possible that your game will not have all of features or content that you had originally proposed. This is not necessarily the end of the world; keep in mind that many game development projects in the real world either run late, over budget, or are released without the originally planned featured set completely intact. (Note, however, that your game should reflect that a serious amount of time and effort went into producing it, and missing too many features or too much content does not bode well for this.) The most important thing is to ensure that your game at least reasonably approximates what was outlined in your pitch, and that it is a fun and enjoyable game that stands on its own.

Your game demo will be evaluated according to a number of criteria, including the following:

* Features and technical merit. Does your game include a significant amount of functionality? Is this functionality of good quality? Does your game respect and follow the industry proven game design principles discussed in class?
* Look and feel. How is the game presented? Does it provide a consistent look and feel? What is the quality of presentation? Are you creating a vibrant game world using the tools of the genre and technologies at your disposal? Does it immerse the player?
* Controls and interface. Is the interface clean, with all necessary information easily accessible? Do the menus make sense and provide the functionality they should? Is it easy to control and interface with the game?
* Satisfaction. Does your game provide a satisfying experience to the player? For an entertainment game, is the game genuinely fun to play? For a serious game, does the game deliver what its supposed to? Does it provide the right level of challenge to the player? Does it avoid annoying frustrations to the user?
* Effort and level of difficulty. Has a considerable amount of effort gone into making the game? How many challenges had to be overcome in making the game? Were there difficult challenges that were successfully overcome?