

I2P(II) 2024 Final Project Spec

Schedule

- 6/11 (Tue.) 23:59 — Proposal submission deadline
- 6/23 (Sun.) 23:59 — Project code submission deadline
- 6/24 (Mon.) 09:00~17:00 — Demo
 - Online.
 - Demo slot sheet TBA.
 - For each group:
 - 8 minutes for demonstration
 - 4 minutes for Q&A
 - You are welcome to stay online and see others' demonstration!

Proposal

- Late submission will receive -5 points deduction.

Format

- 2 pages, A4 paper, PDF file.
- Use font size 12 for your main content.
- No other limits for formatting.

Content

- Planned functionalities & mechanics.
- Similar works on market.
- Development schedule for the following weeks.
 - You can use Gantt chart or other charts to demonstrate.
- List of team members & division of labor.

Final Project

- Must be written in **C++ & Allegro5**.
 - No need to base on Mini Project 2.
 - No need to be a game.
- Late submission is not accepted.

Basic Mechanics

- No major game mechanic changes from Mini 2 (Tower Defense)
 - You will get slightly lower base score.
 - **Using project templates from previous years** are also regarded as this case.
- Not based on Mini 2
 - You will get slightly higher base score.
 - Changing gameplay mechanics of Mini 2 also counts. (eg. Tower Defense → Attack)

Additional Features & Functionalities

- Graded according to **difficulty**, **novelty**, and **completeness**.
- Here are some possible features you can implement.
 - *[Normal]* Map editor, Online scoreboard, etc.
 - *[Hard]* Online multiplayer, AI, etc.
 - You can do something else, though. Just list them in your group proposal.

Subjective

- Art style and appearance, presentation, etc.

README File

- Provided with your source code.
- Describe & list all the features of your game.
- List out individual contributions.