IS447 Game Programming III

Summer Semester 2013, Term B

**Group Project Overview and Schedule**

The group project is 60% of the final grade. As such, I expect significant work on each component.

**Schedule/Deliverable Due Dates**:

|  |  |  |
| --- | --- | --- |
| **Deliverable** | **% of Grade** | **Due Date** |
| Overview | 5% | Monday, 7-15-13 (7:30A) |
| Custom Tool | 15% | Monday, 7-29-13 (7:30A) |
| Project Check-In x 5 | 10% | Random |
| Game Design Document | 10% | Monday, 8-26-13 (7:30A) |
| Group Evaluation | 5% | Monday, 8-26-13 (7:30A) |
| Project Demo | 15% | Monday, 8-26-13 (7:30A) |
| Final Project Submission | 40% | Monday, 8-26-13 (11:30A) |
| **TOTAL:** | 100% |  |

**Deliverables Descriptions**

***Custom Tool***

* You must create a custom tool for your game that helps speed up or improves the development of your game
* It must be able to import and export files, and your main game must be able to load information from those files
* You must also demonstrate your custom tool and defend it (ie: why does this help with the development of your game?)

***Project Check-In***

* To ensure that your team is staying on track, there will be multiple check-in during class.
* Assume you will have approximately one check-in each week, starting Week 3
* This is a pass or fail check – show me what you have, but be ready to discuss your approach. All group members should be equally prepared to answer questions on the project as a whole, but also about their individual contributions.

***Game Design Doc***

* As part of your final project submission, you must provide documentation for your game. For this class, that means a Game Design Doc.
* While you work on your projects, make sure you constantly update your design docs. If you do, it will be essentially done by the end of the term automatically. If you don’t, you’ll have to crank out a 45+ page document in a weekend (NOT RECOMMENDED).
* The Design Doc should be treated as a ***professional*** document. As such, extreme spelling, punctuation, and/or grammatical errors (ie: anything that makes it really hard or even painful to read), will result in a 10% deduction from the Design Doc grade. **Proof read your Design Docs!**
* Since every game is different, some of these sections may not directly relate to your game (and you may omit those). However, this is the general subset you should have. There are certain components that are mandatory (and those should be obvious, but marked with a [\*] just in case):

***Overview***

* **Title Page [\*]**
* **Table of Contents [\*]**

*(one – liners)*

* **Game Title [\*]**
* **Number of Players [\*]**
* **Gameplay Genre [\*]**
* **Platform [\*]**
* **Projected Release Date [\*]**
* **Executive Summary [\*]**
  + A brief overview of what the game is, including a quick gameplay overview, story overview, number of players, and target platform.
  + This should be no more than a paragraph or two
* **Version**
  + If you have multiple versions, track them here.

***Requirements Specifications***

* **Target Demographic [\*]**
  + What would the average profile of your player be (age, gender, etc), and is it important for the success of your game?
* **Content Sources**
* **Requirements [\*]**
  + **Knowledge, Skills, and Attitudes**
  + **Business Requirements** (distribution, cost, etc)
  + **Technical Requirements**
* **Game Similarities [\*]**
* **Feasibility and Risk Analysis [\*]**
  + Programming/Tech, Art, Sound, Design, Story

***Architecture*:**

* **Target Platform [\*]**
  + Technical Specs
  + Distribution Method
* **Programming/Scripting Guidelines [\*]**
* **Compatibility Standards**
* **External Interfaces** (like remote databases for information)
* **Multiplayer/Network Connectivity** (technical aspects only)
* **Saving [\*]**
  + Storage
  + Persistence (ie: saving state, loading save files, etc)
* **Data Security Plan [\*]**
  + Backups, security protocols, etc
* **Dev Tools [\*]**
  + Hardware & Software (tech, art, etc)

***Game Design***

* **High Concept [\*]**
* **Game Features [\*]**
* **Setting [\*]**
* **Backstory and Story [\*]**
* **Characters [\*]**
  + PC/NPCs/Enemies
* **Effectors [\*]**
  + Moves, Abilities, General Game Items, etc
  + Stats
* **Game Flow/Level Progression [\*]**
* **Controls [\*]**
* **Options**
* **Sound and Music [\*]**
* **Level (N) [\*]**
  + Overview
  + Environment
  + Map
  + “Fun” Elements
  + Logic/Golden Path/Events/etc
  + HUD/UI (level specific)
  + PCs/NPCs
  + Effectors
  + Equipment
  + Vehicles
  + Camera
  + Mission Objectives
  + Introductory Material
  + Gameplay
  + Closing Material
  + Scoring
  + Cheat Code (level specific)
  + Level Specific Assets
* **Cutscenes [\*]**
* **Score Tracking [\*]**
* **Help**

***Assets***

* **Content Bible [\*]**
  + 2D/3D art
* **Master Asset List [\*]**
  + Sound FX, Music, 2D/3D Art, etc

***Testing and Debugging***

* **Testing Plan/Procedures [\*]**
* **Tools [\*]**

***Deployment***

* **Packaging**
* **Documentation [\*]**
* **Setup [\*]**
* **Distribution**

***Project Management***

* **Major Development Milestones (Schedule) [\*]**
  + Programming/Tech, Art, Sound, Design, Story
* **Studio Information [\*]**
  + A brief bio for your studio
  + A brief bio for all members of your team
* **Budget [\*]**

***References***

* **Reference List**

***Appendices***

* **Glossary**
* **Acronyms**

***Group Evaluations***

* You will write a critique of your group (1-2 pages max), both as a whole and the individual members. Whatever comments you have regarding your group, be they good, bad, or indifferent, will have a direct correlation on the final project grade.
* For your group critique (as a whole), briefly touch on what you think you did well, and what you need improvement on. For the individual critiques, if one group member was really doing an outstanding job, and has saved your collective behinds on multiple occasions, tell me. If one of your group members has been essentially “dead weight”, tell me that too. I also want you to grade yourself the same way.
* Be objective and as critical as you can. Leave personality conflicts out, and only focus on what they did/did not contribute to the project. **Be Professional.**
* **Give each group member and your group as a whole a letter grade**. You may include the percentage if you wish, and you can give +/- grades also (ie: A+, B-, etc). I will be the only one to see these, so be honest.

***Project Demonstration***

* You will demonstrate your project on the last day of class, and have other teams play test your game.
* Be prepared to answer questions.
* Your project must work.

***Final Project Submission***

* As a team, submit a copy of your final project by the end of the last class   
  (Monday, 8-26-13). It must be in prior to 11:30A for credit.
* Include either a README file or an instruction booklet that has a brief overview of your game’s story, the controls that are used, what the platform is for your game, and any other relevant information someone who just picked up your game needs to know in order to play.

**Grading**:

*Overview* 5%

*Custom Tool*  15%

*Project Check-In x 5* 10%

*Game Design Document* 10%

*Group Evaluation* 5%

*Project Demo* 15%

*Final Project Submission* 40%

-------------------------------------------------------------------------------------------------------  
Total: 100%

**Commenting, Structure, and Style**

Although you are working as a team, you should still conform to all of the commenting, structure, and style guides we have discussed previously. Failure to properly comment your code (or absolutely horrible style) will result in a **zero** for the Final Project Submission. *Be careful!*

**Submission**:

Create a zip file of your entire solution directory. You may name it one of two ways:

* Proj\_*username1*\_*username2\_username3*.zip, where the *usernames* are your usernames   
  (ex: Proj\_akahn\_epederson\_pjohann.zip)
* Proj\_*yourTeamName*.zip, where *yourTeamName* is the name of your group.

NOTE: I expect you to THOROUGHLY test your project before submission. If your exe file doesn’t run, or if you don’t include your code files in your submission, or if your solution has fatal errors that prevent it from compiling (that you don’t tell me about at submission time), I will give you a **zero** for the Final Project Submission.