INDIVIDUAL PROJECT

- WEEK 13 – 15 : DESIGN & DEVELOP
- WEEK 16 : PLAY TESTING

- SUBMISSIONS (ALL BY 28/08/20) :

  1. LEVEL DESIGN DOCUMENT (REFER TO SAMPLE)
     - Submit a copy by Weds 05/08/20 (with section 1 and 2 completed only) > to confirm your concept

  2. TEST PLAN
     - DESIGN & CREATE A TEST PLAN FOR YOUR GAME.

  3. AT LEAST 2 COMPLETED TEST PLAN
     - CONDUCTED PLAY TESTING AND HAVE YOUR TESTERS SUBMIT THIER TESTING.

  4. TASK LIST (with implemented refinements)
     - TRANSLATE THE FEEDBACK FROM YOUR TESTERS INTO TASKS TO IMPROVE YOUR GAME

  5. COMPLETED UNITY PROJECT (WITH REFINED FEATURES)

RESTRICTIONS

- YOU WILL BE GIVEN A SAMPLE UNITY PROJECT WITH SEVERAL DIFFERENT GAME PLAY

  - REFER TO THE INDIVIDUAL SCENES ON THE TYPES OF GAME PLAY

  - THERE ARE NO WINNING OR LOSING CONDITIONS FOR THE GAME : NO PLAYER HEALTH, SCORES, ETC

  - YOU CAN USE IT AS A BASE TO START YOUR PROJECT

  - YOU CAN ALSO CREATE YOUR OWN PROJECT.

- ALLOW TO USE AESTHETIC ASSETS (MODELS, SOUNDS)

  - CANNOT USE PACKAGES WITH CODES

- CANNOT RE-USE YOUR OLD PROJECTS

  - CANNOT USE MECHANICS FROM PA01 : TOP DOWN SHOOTER

    - SPECIFICALLY TOP DOWN MOVEMENT AND 360 SHOOTING CONTROLS

  - CANNOT USE PROJECTS FROM GAMES PROGRAMMING

ASSESSMENT CRITERIA

- QUALITY

  - AESTHETICS & VISUAL APPEAL : USE APPROPRIATE ASSETS, EFFECTS TO MAKE YOUR GAME LOOK NICE.

  - HOW BUGGY YOUR GAME IS (NOT) : FIX ANY MAJOR BUGS

  - CHALLENGES & GAME BALANCING : TEST YOUR GAME OBJECTIVELY, DEVELOPERS KNOW THEIR GAME INSIDE OUT, BUT PLAYERS DO NOT.

- NOVELTY

  - ORIGINALITY & GAME PLAY : TRY TO MAKE YOUR GAME INTERESTING., NOT JUST ANOTHER TYPICAL SHOOTER.

  - FUN / REWARDING EXPERIENCE : HOW TO MOTIVATE OR REWARD YOUR PLAYERS?

- PLAY TESTING & REFINEMENT

  - CONDUCT & DOCUMENT PLAY TESTING (TEST PLANS, TASK LISTS)

  - REFINEMENT OF GAME (FROM TASK LIST)

- RESOURCE MANAGEMENT

  - PROJECT ADHERE TO SIZE LIMIT (LESS THAN 500MB) : IMPORT WHAT IS NECCESARY ONLY.

- AUTHENTICITY

  - HOW MUCH OF THE GAME IS YOUR EFFORT? : ARE THE ASSET PLACED IN THE MAP YOUR EFFORT?

SCHEDULE

- WEEK 1
  - FINALIZE IDEA(BY 05/08/20) > SUBMIT DRAFT OF MINI PROJECT DOCUMENT
  - DESIGN & IMPLEMENT FEATURES

- WEEK 2 & 3
  - IMPLEMENT FEATURES & AESTHETICS
  - DESIGN LEVEL TO GAME PLAY.
    - IMPLEMENT CONFLICT & CHALLENGES THAT ARE APPROPRIATE
    - REWARD PLAYER FOR EFFORT
   - ENSURE GAME IS BALANCE

- WEEK 4
  - DESIGN & CREATE TEST PLAN
  - CONDUCT PLAY TEST & CREATE TASK LIST
  - REFINE GAME
  - FINAL SUBMISSION ON FRIDAY, 28/08/20.

GUIDELINES

- SIMLE AND COMPLETE GAME > BUGGY GAME!

- DO NOT ATTEMPT COMPLICATED FEATURES AND SPEND ALL THE TIME TRYING TO MAKE IT WORK.

- FOCUS ON SIMPLE MECHANICS : LIKE TRIGGERS AND LOCKS TO ENHANCE LEVEL DESIGN.

- MAKE SURE THE BASIC FEATURES WORK BEFORE ADDING OTHER FEATURES,

- USE ASSETS TO IMPROVE AESTHETICS. BUT DO NOT ABUSE THE ASSETS.

- BE CONSISTENT . DO SOMETHING PRODUCTIVE FOR EVERY LESSON.

POSSIBLE OBJECTIVES & CHALLENGES
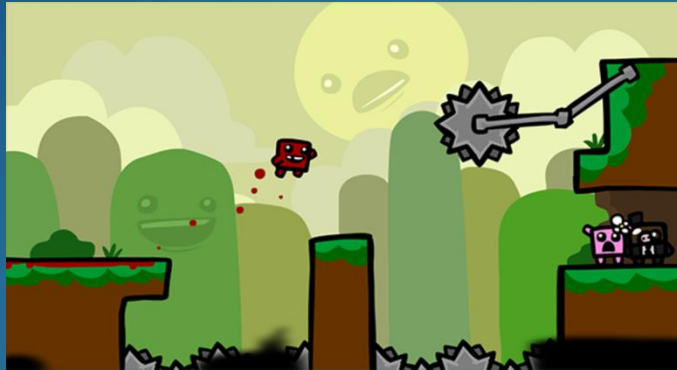
- PLATFORM/ MAZE:

  - OBJECTIVE : COLLECT ITEMS/ REACH GOAL TO WIN

  - CONDITION : TOUCH ENEMY (LOSE HEALTH) OR FALL OFF PLATFORMS TO LOSE

  - CHALLENGE : USE DEXTERITY TO JUMP ONTO PLATFORM OR AVOID TRAPS

  - CHALLENGE : PLAYER HAS TO FIND GOAL WITHIN TIME LIMIT.

- TOWER DEFENSE:

  - OBJECTIVE : DESTROY ENEMIES OR DESTROY ENEMY BASE TO WIN

  - CONDITION : PLAYER BASE DESTROYED

  - CHALLENGE : MANAGE RESOURCES TO BUILD TURRETS

  - CHALLENGE : DEXTERITY IN REPLACING DESTROYED TURRET?

POSSIBLE OBJECTIVES & CHALLENGES

- DRIVING

  - OBJECTIVE : REACH GOAL

  - CONDITION : OUT OF TIME

  - CHALLENGE : TIME LIMIT

  - CHALLENGE : DEXTERITY – CONTROL VEHICLE AT HIGH SPEED

- HORROR/ ADVENTURE

  - OBJECTIVE : FIND EXIT OR ITEM

  - CONDITION : MONSTER FIND PLAYER

  - CHALLENGE : TIME LIMIT

  - CHALLENGE : PUZZLES

- ARCADE SHOOTER

  - OBJECTIVE : ENDURE UNTIL LEVEL END

  - CONDITION : PLAYER NO MORE HEALTH

  - CHALLENGE : DEXTERITY – DESTROY ENEMIES & AVOID BULLETS AT THE SAME TIME

  - CHALLENGE : RESOURCE MANAGE BOMBS AND POWERS?

EXAMPLES & POSSIBLE MECHANICS

- CASUAL: SIMPLE GAME PLAY

  - OBJECTIVE : HIT GOLF BALL INTO HOLE

  - CONDITION : BALL LAND OUTSIDE OR HITS EXCEED LIMIT

  - CHALLENGE : LOGIC – USE MAP DESIGN TO DEFLECT BALL

  - CHALLENGE : DEXTERITY – APPLY CORRECT FORCE OR ANGLE?