

# Digital Interactive Experience

## Lecture 7

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## Scene (15%)

- ▶ One large scene with the camera following (10%)
- ▶ One interactive object (e.g. obstacle) (5%)
- ▶  $\geq$  Two *different* scenes (optional)

## Characters (15%)

- ▶ A main character (5%)
- ▶ A friendly NPC (5%)
- ▶ A simple enemy (5%)
- ▶ A special enemy (optional)

## Game Mechanics (20%)

- ▶ Core mechanics (10%)
- ▶ Collision system (5%)
- ▶ Resource system (5%)

# LLM Agent System (20%)

- ▶ Dialogue system (10%)
- ▶ Decision system (10%)

# Gameplay (5%)

- ▶ Main menu (3%)
- ▶ BGM (2%)

# Code (5%)

- ▶ Readability (3%)
- ▶ Design (2%)

# How we check your project

Your repository must include: a playable game, a README.md and a report. Please note that in the report, you must explain how you fulfilled each of our requirements and detail any innovations you have made. Otherwise, you will not receive scores for the corresponding sections.



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We will provide further details on how to improve your report later on.

# READ ME PLZ

In a repository, the README.md holds a crucial position. It can provide a brief overview of your repository.

Certainly, due to the length of the game report, in the README.md, we only need you to clearly state the names and student IDs of your group and a very simple overview of your game (including how to play your game). The final report should be written in another PDF file, making it convenient for us to review.

# Why .md?

Markdown is a very lightweight language, perfect for providing concise explanations of content and quickly creating aesthetically pleasing documents. Learning to write simple .md files will be very helpful for your future endeavors.

# Overview

Here, we will briefly outline what your final report needs to include. Crafting a well-written report can help us understand your work clearly and quickly.

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We won't impose strict requirements akin to academic papers, but we encourage you to start striving for higher-quality reports.

# Introduction

Initially, you need to provide a brief overview of the overall situation of your game. This section doesn't need to be overly detailed but should strive for clarity and completeness as much as possible.

# Implementation

Next, according to the grading criteria we provided, you should clearly outline what elements you have implemented. Briefly introduce your logic and the methods you've employed, supplementing where necessary with screenshots from the game.

# Creativity

Following that, you need to highlight the standout features of your project. In this section, emphasize any additional work you've done and explain how these elements were implemented. The structure of this part is similar to the previous section, but you should provide a clear description of the exceptional aspects of your project.



# So how to write?