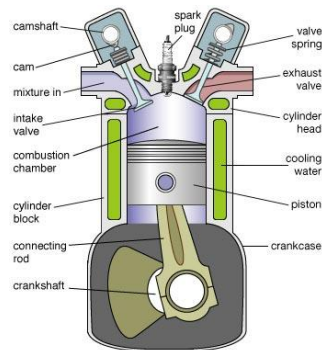




Engine Proof

GAM150 – Project



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A decorative network diagram in the top-left corner, featuring a complex web of interconnected nodes and lines. The nodes are represented by circles of varying sizes, some with concentric rings, and the lines are thin and grey. The diagram is partially cut off by the top and left edges of the frame.


When? **Week 6**

Thursday June 25th 2020

A decorative network diagram in the bottom-right corner, similar to the one in the top-left. It shows a cluster of nodes connected by lines, with some nodes having concentric circles. The diagram is partially cut off by the bottom and right edges of the frame.



Objectives


- ◎ Communicate the **core technology** for the game.
 - ◎ Identify the **top technical risks**
 - ◎ Plans to **mitigate the risks**.
- 



Core technology?


◎ Code and tools required to demonstrate the essential game play & mechanics.

◎ For example:

- Game flow
 - Input
 - Rendering
 - Movement
 - Editors (level, sprite, content, etc.)
 - Physics / Collision
- 



What to show


- ◎ Game Demo with **your Engine**
 - ◎ Support document
 - ◎ Alternatively, separate smaller executables.
- 



Guidelines




Guidelines

- ◎ Present **to instructors only**
 - ◎ Meeting length
 - **5 min** presentation
 - **5 min** talk with instructors
 - ◎ Late or unprepared teams will be penalized
- 




Guidelines

- ◎ **Technical Director** leads the presentation
 - ◎ VS project ready-to-go
 - Debug build
- 



Guidelines

- ◎ Cover all core components of your game
 - ◎ Summarize the information
 - How are you handling input, rendering, physics, AI, etc
 - *“How would I describe our technology to another developer?”*
 - ◎ No code details, but Class Diagram / UML is appreciated
- 

The background of the slide features a complex, abstract network diagram. It consists of numerous nodes, represented by small circles of varying sizes and shades of gray, interconnected by thin, light gray lines. Some nodes are solid, while others are hollow. The connections form a dense, web-like structure that is more prominent on the left and right sides of the slide, with the central area being relatively clear. The overall aesthetic is clean and modern, suggesting a theme of technology, data, or communication.

Submission

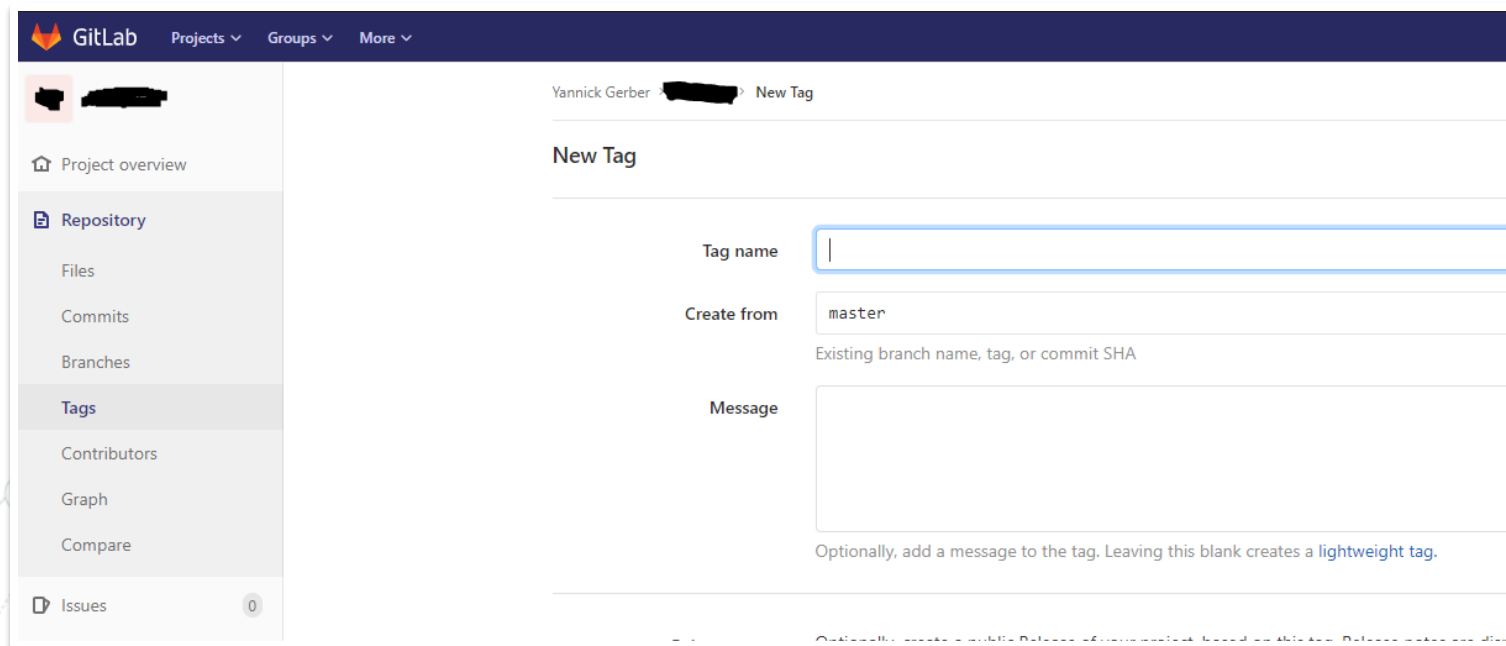
Code Submission

- ◎ VS 19 project, submitted by the **Tech Dir**
 - Moodle submission (<500Mo)
- ◎ Zip File: “0_**TeamName**_EngineProof.zip”
- ◎ Project must be **ready to compile**
 - No errors/warnings.
 - No issue with path or dll
 - No extra files (.git, VS files, link/debug files)

Code Submission: Git

◎ **Tech Dir** : Tag the proper Commit in Git

◎ Label: “**EngineProof**”



The screenshot shows the GitLab web interface for creating a new tag. The left sidebar contains navigation links: Project overview, Repository (selected), Files, Commits, Branches, Tags, Contributors, Graph, Compare, and Issues (0). The main content area is titled 'New Tag' and includes the following fields:

- Tag name**: An empty text input field.
- Create from**: A dropdown menu with 'master' selected. Below it, a note reads: 'Existing branch name, tag, or commit SHA'.
- Message**: A large text area for adding a message to the tag. Below it, a note reads: 'Optionally, add a message to the tag. Leaving this blank creates a [lightweight tag](#).'

At the bottom of the form, there is a link: 'Optionally, create a public Release of your project based on this tag. Release notes and...



Code Submission deadline

Friday 26th June 2020, 11:55pm





Rubric

Engine Proof Score

◎ 5% of the grade for GAM150

- **F** – Team did not demonstrate.
- **D** – Demonstration failed to communicate the core technology of the game.
- **C** – Demonstration adequately communicated the core technology of the game. One or more core components may not have been covered.

Engine Proof Score

- **B** – Demonstration conveyed the core technology of the game effectively and no core components were omitted.
- **A** – Demonstration was very impressive. All core components were communicated effectively and there was no uncertainty about the implementation of the game.

A decorative network diagram in the top-left corner, consisting of various sized circles (nodes) connected by thin lines (edges). Some nodes are solid grey, while others are hollow with a grey outline. The connections form a complex, branching structure.

Questions ?

A decorative network diagram in the bottom-right corner, similar to the one in the top-left. It features a cluster of nodes connected by lines, with some nodes being solid grey and others hollow with grey outlines.