

GAM 250A/250B – PRJ 252: Project II

Brief for Milestone 2: Beta



Introduction



- **Topics**
 - Presentations and Submissions
 - Projects and Submissions

Presentations



- **Dates**

- **Week-10**

- **Friday 19th Mar 2021, 10:00am...12:10pm**
- **Friday 19th Mar 2021, 03:00pm...06:20pm**

Presentations



- **Presentation Duration**
 - 6 minutes
- **Location/Medium**
 - MS-Teams – Online
 - At "*gam250s21 & prj252s21 Combined*" team, under "*Week10 – Beta Presentations*" channel

Presentations



■ Teams Sequence

- To follow the **reverse** sequence of the “*Teams with dedicated labs*” link on Moodle course page, starting with team “*Socks Crocks & Suits*”
 - “GAM250A-250B PRJ252 Teams - Spring2021 - Dedicated Lab Rooms - V02.xlsx”
- For any special presentation arrangement, please contact your instructors

Presentations



■ Presentation Sequence

- [Optional] Introduce yourselves, individually
- [High Priority] Showcase your Beta version within the custom engine
 - The demo must show the strength of your application or game. Demonstrates epic moments of game play (win and loose moments), or important step by step functionalities of your application/tool.
- Showcase Art Concept - "BFAs"
- Plan details (on slides) for the next and final milestone "Gold" (by Monday of Week14)
 - The plan must include the details of your milestone plan - As instructed by Mr. Raymond Teo (Production)
- Risks and Mitigations details (on slides)

Presentations



- **Presentation Submission Deadline**
 - Friday 19th Mar 2021, 9:00am
 - Late submissions are penalized 5 points from total rubrics score!
 - Re-submissions are penalized 2 points
 - After submission deadline, never delete or modify the content without permission!

Presentations



- **Presentation "Folder/Files" Submission**
 - The producer of the team
 - Submits to the course N: drive (students drive)
 - In “**Public\Beta Presentations**” folder, create a folder “**TeamName_GameName**”, where all presentation files are copied
 - The size of “TeamName_GameName” folder must not exceed 250mb!
 - Submit only executables/assets and slides - Not full projects!
 - No Visual Studio projects
 - Must zip the folder “**TeamName_GameName.zip**”
 - Test your files on the “Presentation PCs” located in Pascal lab

Presentations



■ Additional Notes

- Teams that don't present (with a non-valid reason), get a –20 points penalty
- When it's not your turn, a team can work at their online channel
 - We won't call you to present. You must be ready when it's your turn.
- You must stay within your presentation time duration
 - Teams will be **stopped**, with possible penalty, if going overtime!



Projects

Projects



- **Projects Submission Deadline**

- **Week-10**

- **Saturday 20th Mar 2021, 23:59pm**
- **Late submissions are penalized 5 points from total rubrics score**
 - **Re-submissions are penalized 2 points each**
 - **Folders' dates will be checked!**

Projects



- **What to submit?**
 - **Full Engine MSVS Project (with tools if any)**
 - Builds in Debug and Release modes with 0 errors and 0 warnings.
 - Tools: i.e., external level editor, with the additional libraries...
 - A "readme.txt" file explaining user usage.
 - Elie, should be able to copy/paste your project and run with no issues!
 - **Standalone folder “GameName_Beta” version of your game/application**
 - Re-create the installer.exe from the previous milestone as “GameName_Setup.exe”.
 - **All Concept Art and Art works (if any)**

Projects



- **What to submit?**
 - A gameplay video [from the start/opening cinematic (if any) to finish]
 - ✦ .mp4 format
 - Fill and grade the student's rubrics side of the:
"GAM250_PRJ252_Beta_rubrics_v102.xlsx" file
 - ✦ Rename your file to:
"GAM250_PRJ252_Beta_rubrics_YourTeamName_v102.xlsx"

Projects



■ Projects Files Submission

- The producer of the team
 - Submits to the course N: drive (students drive)
 - Submission, is to his/her private submit folder
- All the files/folders must be submitted inside a root folder named “TeamName_GameName_Beta”
 - Create sub-folders and zip them as follow:
 - “Engine.zip” (this one has the source code folder, and the readme.txt file)
 - “GameName_Beta.zip” (this one has the updated installer .exe)
 - “Art.zip”
 - “GamePlay_Beta.mp4”
- Do **not zip** the root folder “TeamName_GameName_Beta”

General Notes



- **Never delete or replace/override any submitted folders of any milestone**
- **For any re-submission, it must be done in a separate folder**
 - i.e. "TeamName_GameName_Beta_Resubmission01"

General Notes



- **Beta Rubrics – Grading**
 - During the presentations, teachers will be grading
 - “TEAM and PRESENTATION” section

General Notes



■ **Beta Rubrics – Grading**

- **After the submission deadline, starting Monday 22nd Mar 2021**
 - **All teachers will grade their respective rubrics**
- **Grading must be done by 31st of Mar 2021**

General Notes



- **Raymond's and Keh's rubrics grading**
 - Might finish during lab time in Week11
 - If not, they will meet you outside class hours as well

General Notes



- **Individual Milestone Reports (RTIS, BSGD and BFA)**
 - Check Moodle for submission deadlines
 - ✦ Saturday 20th Mar 2021, 23:59pm
 - Every member, must include his/her work done, only, between “Alpha milestone” and “Beta milestone” period!
Any **faulty** information will result a (-5 pts) penalty with a re-submission required!
 - For programmers, do include the total LOC as well!
 - ✦ Check “[Individual Milestone Report Template](#)”
 - Note
 - ✦ A given 0 grade, means you did a good job of your assigned tasks

General Notes



- **Any submission from a student to a wrong link/folder is automatically penalized/non-graded**
 - Penalties varies on instructor's discretion

General Notes - Presentation Etiquette



- Rehearse your presentation.
 - Don't make member-turn decisions during presentation
- Customize your presentation slides to fit the theme of your game.
- Less words/texts and more visuals.
- Focus on how to deliver your game design idea well
- Online:
 - Make sure you are familiar with MS-Teams
 - Include your system audio, when you share your screen, if you have audio
 - Turning your cameras is optional, but strongly recommended :)
 - Feel free to record your presentation
- Stay within time limit!