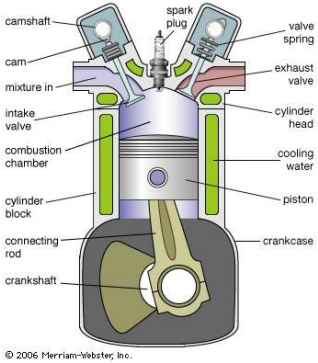
Engine Proof

GAM150 – Project



DigiPen
INSTITUTE OF TECHNOLOGY
SINGAPORE

When?

Week 6

Thursday June 25th 2020

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

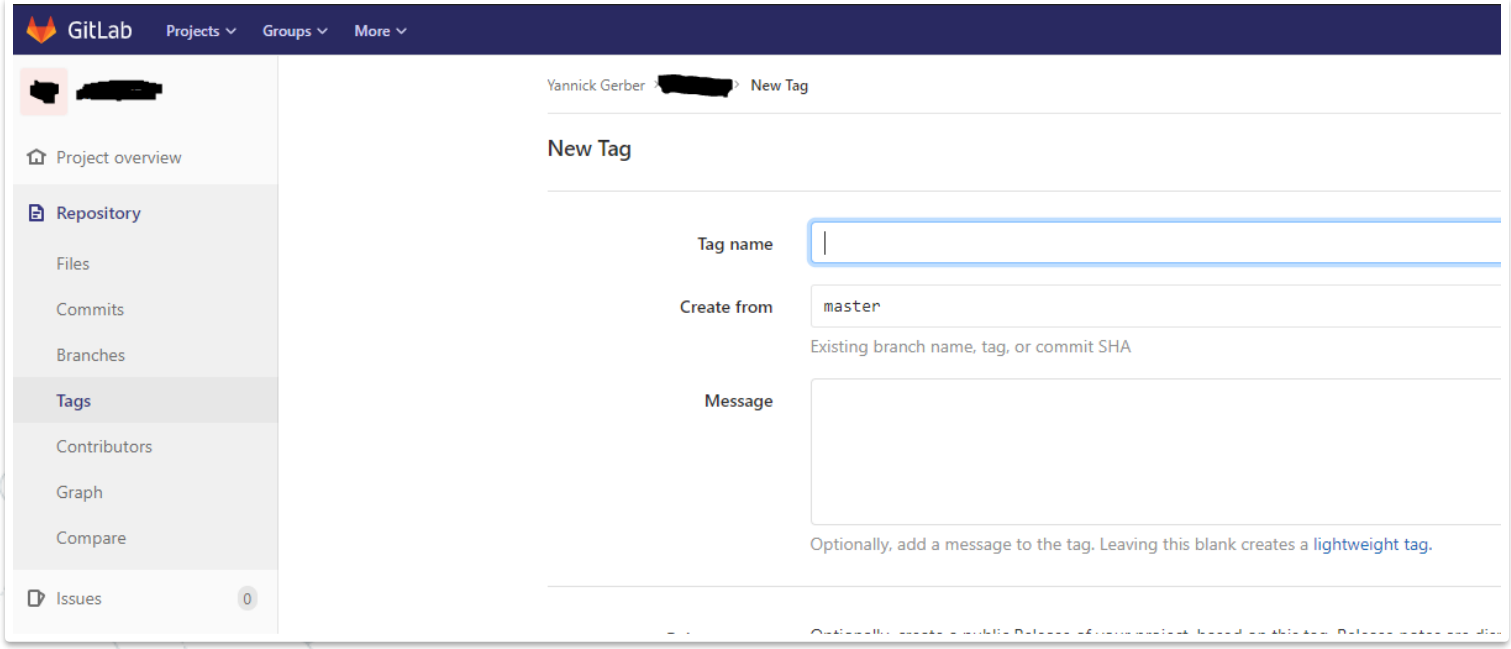
Submission

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”



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.

Questions ?