



COMP09097 GAMES DEVELOPMENT PROJECT (TRIMESTER ONE)



INTRODUCTION

- Single 40 point project module running over two trimesters – designed to allow you to create a game for your portfolio
- First trimester is developing the design and plan for the game (with a prototype)
- Second trimester is focused on developing the implementation from the design developed in the first semester
- The work undertaken in both trimesters are inextricably linked and success in the first part of the module will determine success in the implementation of your game



SCOPE OF WORK

- Students will work in groups of 2 or 3
- Teams will plan, design, develop and user test a game from scratch
- Your Lecturer acts as your Game Producer and Project Sponsor
- Teams report progress against plan on a weekly basis



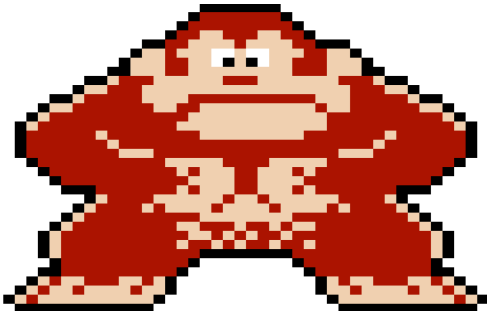
SCOPE OF WORK

- The focus on the trimester 1 is the designing and planning
- The focus of trimester 2 is the testing and implementation of the game
- Given the complexity of the projects and the time some of the foundations could be implemented in a prototype or proof of concept form



SUBMISSION REQUIREMENTS AND WEIGHTING

- **Proposed plan – 5%**
 - Team list with responsibilities (i.e. development team)
 - Overview of the proposed project (game overview, synopsis and summary)
 - Intended development environment
 - Gantt charts for both trimesters
 - Risk analysis



SUBMISSION REQUIREMENTS AND WEIGHTING



- **Project management – 10%**
 - Minutes of internal meetings (group)
 - Minutes of meetings with supervisors (external meetings)
 - Official minutes produced for each week
 - Minutes should outline attendees, objectives, what was discussed, what was agreed and progress to date
 - Evidence of version control (GitHub, Trello, Google Drive, Drop Box)



SUBMISSION REQUIREMENTS AND WEIGHTING



- **Game Design Document – 25%**
 - Research incorporated to identify game concept
 - Details the game/demo that the team intends to create
 - Why this game?
 - Game type (genre, 2D versus 3D)
 - Players
 - Story and narrative
 - Graphics (concept art sketches, aesthetics, sprites, characters, asset lists)
 - Level Design and Environment
 - Audio design



SUBMISSION REQUIREMENTS AND WEIGHTING

- **Technical Design – 20%**
 - Details of how the designed game is going to be created (i.e. implemented)
 - Game platform
 - Hardware and software
 - Mechanics and gameplay
 - Development environment (additional detail)
 - User interface



SUBMISSION REQUIREMENTS AND WEIGHTING

- **Demo / Presentation – 30%**
 - Presentation to lecturer and class
 - Receive constructive criticism from peers
 - Show off what you have done – opportunity for feedback and constructive criticism for Trimester 2
 - Screenshots
 - **Video capture(s)**
 - May include a live demo



SUBMISSION REQUIREMENTS AND WEIGHTING



- **Individual Critical Appraisal – 10%**
 - Submitted separate from team submissions
 - Detail of how you felt the project went, including:
 - Justified breakdown of contribution of each team member
 - Any problems that occurred, and how/if they were resolved
 - What skills you have learnt during the trimester
 - Overview of what you have learned during trimester 1
 - How do things look for the implementation in trimester 2?
 - Minimum of one page

