

The background features abstract, overlapping green geometric shapes, primarily triangles and polygons, in various shades of green, creating a modern and dynamic visual effect.

Final Project (Roadmap)

Summary

The goal of the final project is to design and implement a game in the Greenfoot IDE/Game Engine.

The allowed group size for the final project is anything between 1 and 4 students.

While working on the final project alone is permitted, it is not recommended.

Basic Requirement

The final project needs to demonstrate a significant level of independence and developmental scope.

If the game created by the group is based on a pre-existing game (such as games dealt with in class/homework/labs), it needs to show significant change, improvement and expansion in several areas.

Grading

The final project will be graded as a group effort, with modified grades for exceptional individual contributions.

Grades will be assigned for each part of the project separately:

1. Pitch-Document (5% of final grade)
2. Group Presentation (10% of final grade)
3. Final Game and Report (10% of final grade)

Project Roadmap

Step 0:

Organize in groups. After you have done so, inform instructor via email of all students participating in your group.

You also have to provide email-contacts for each member.

Due Date: Thursday, 3/19/2015

Project Roadmap

Step 1:

Create a “Pitch”-document, outlining:

- Your game’s overall design and “genre”
- Central concepts and ideas (“What is interesting about your game?”)
- Games that served as inspiration/basis for your game (if applicable)
- Consideration about where you might encounter problems during dev. work.

Due Date: Thursday, 4/3/2015

Project Roadmap

Step 2:

Group Presentation:

- Present the game to your peers
- Each member of your group should present/talk about a distinct aspect
- Present a “Prototype Build” of your game. The build has to demonstrated central elements of your game and work (mostly) without crashing.

Due Date: 4/20/2015 - 4/25/2015

Project Roadmap

Step 3:

Final Game and Report :

- Submit the final game and an accompanying report.
- The report has to discuss central Game Design decisions made during development, how the Greenfoot Platform influenced development and what contributions have been made by individual members of your group.

Due Date: 5/4/2015