

CSCI 4168 Final Project Submission

Objectives: To complete your project, provide a summary of work completed and present your project to the class.

Presentation due date: Late November to Early December, in class

Project due date: Dec. 1st, 11:59pm.

Hand in: Electronic submission of final Project, final document and presentation slides, all due on the project due date (see above). Please zip up your files and submit using dal.ca/brightspace. The game must compile and run on a PC.

This is NOT an individual assignment, one submission per group.

By default, everyone in the team receives the same grade on the group assessments, the professor reserves the right to lower the individual grade of team members on group assessments if necessary. This can include a zero grade if a student has not done any work themselves on the project.

Final Project Submission

(i) In Class Presentation [10 marks]

Present your project to the class. Each group is allocated 15 minutes to present plus 5 minutes for questions (time permitting). The exact format of your presentation is up to you. But, you might include a demo, a discussion of your core mechanics design choices, level designs, unique game features, technical challenges you encountered, artistic aspects, assets, management issues and future work, etc.

(ii) Final Project Document [10 marks]

The final project document should be a maximum of 8 pages including images and references. This should be a *formal document* that describes your game and your project. In addition to those aspects that are listed above under “In Class Presentation” you should also discuss your time-line and an overview of your program code structure. Can include a mix of images and text, perhaps 2/3rd text for example.

There is no specified format for the final document or the final presentation. It really depends on what you did and what you want to talk about and allocate space to. I like to keep it flexible since everyone’s game will be different and everyone will have different things to write/talk about.

Things you can include in the final report are:

- Gameplay highlights
- a discussion of your core mechanics design choices,
- level designs,
- unique game features,
- technical challenges you encountered,
- technical highlights
- artistic aspects,
- how you created assets,
- management issues
- future work
- results of testing
- post mortem of the timeline
- overview of your program code structure
- User interface features
- References to materials or information you used
- Lessons learned

Try to make it a coherent document that discusses your work, rather than a disconnected set of random points.

What do I mean by ‘formal’? Think of this as a standard academic report, rather than a design document or sales pitch. You should be writing in paragraphs rather than bullet points, you should have figure numbers with captions and refer to the figures in the text, you should perhaps have a numbered references section (if you have references) at the end that you refer to in the text, and you should have an introduction and conclusion. You should have various sections that are appropriate to your project.

And you should make it clear what you have done in the document vs. what you set out to do. Obviously you should allocate much more space to what you have done. And perhaps have a future work section just before the conclusion section to discuss other things you thought of while working on the project.

Overall quality and polish will be important criteria.

(iii) Final Project [30 marks]

Submit your entire game project directory, including all scripts and assets.

Use the course approved LTS version of Unity so that we don’t have to worry about incompatibilities.

Gameplay polish, technical difficulty, robustness, creativity and overall quality will be the primary criteria.

Also, within the same zip file, include a recent build of the game.