

## CSCI 4168 Project Update

**Objectives:** To provide an update of your project thus far, including further design details from your game and where you are in your planned schedule. Evidence of progress is expected.

**Due date:** Nov. 8<sup>th</sup>, 11:59pm.

**Hand in:** Electronic submission of Project Update documents. Please zip up your files and submit using [dal.ca/brightspace](http://dal.ca/brightspace).

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.

## **Project Update**

The project update should not be taken lightly since it is worth 10% of your final grade.

### **(i) Update of Your Time-line [5 marks]**

Provide a brief time-line update of your progress so far and what remains to be done. This should not exceed 1-2 pages including screenshots.

### **(ii) Design Document [10 marks]**

The Design document (8-10 pages) is a fairly detailed plan from which you could build the game.

See “[Design Document](#)” by Ernest W. Adams for further discussion. Note that not all sections may be applicable to your game, and the length that is being requested is shorter than what would be expected in industry. So you will have to use your own judgment regarding how to make best use of the 8-10 pages that you are allotted for this. Your design document can include sketches and level designs and screen shots, but be sure not include so many figures that you do not have enough space for your text descriptions.