

Final Project
CSC 3150 - Game Development
Grading: 200 points
Due Date: May. 8, 2019.

Description: Your final project is to develop your idea into a playable game. By now, you should have a solid idea of what kind of game you would like to create, and what the key mechanics would be. Due to the tight schedule, you will probably only have time to create one portion/level/scene of your final envisioned idea. You will also be creating a final idea one page design which outlines the direction of your project.

Part 1 - One Page design due April 12, 2019 (30 points) Your one page design is your game design document. It should visually describe the mechanics of the game, the artistic direction, and the progression of a player through your game.

Part 2 - Game Sprint and Progress update April 24 - May 1 (70 points) A software development sprint is organized around an idea in Agile programming that lasts for two to four weeks. The sprint involves a high intensity development time where mini-goals will be created every class meeting, and reviewed in the next class meeting. The “coach” (me) will sit down with each group every meeting and give guidance and feedback towards meeting the mini-goals and larger project.

Part 3- Final Project Demo Day Class (Wed May 8. 2019.(100 points)) The final game will be demonstrated in front of the class. At this time you will also hand in your project source code and screen capture video (preferably mp4 or mov) of your game in action.

Deliverables: Submit in on Blackboard.

Grading Rubric

(30 points) Completeness and thoughtfulness of one page design

(70 points) Present and demonstrating progress for the game sprint

(60 points) Playable final project that demonstrates an understanding of game mechanics, challenge scaffolding, rewards, and immediate feedback.

(20 points) Source code

(20 points) A video of the game in action