CIS 3600, PROJECT III

INDEPENDENT GAME PROJECT

PROLOGUE

We have now covered a HUGE number of topics in game programming. In your previous two projects you focused on "Design Issues" and on "Programming Techniques". We have covered (exhaustively) the wide variety of languages and platforms on which video games are commonly created.

In your final project you are free to explore game programming in any language and on any platform that you wish. HOWEVER, you will need to clear your project idea with me FIRST. We detailed several possible options in class, and useful information, to help you get started, can be found on the course website.

As with previous projects, your goal will be to create a complete working game (a beta is acceptable, if it is playable). You game is due in class on Monday, Dec 13th. You will present your game to the class on that day (Monday, Dec 13th, 2010).

GRADING

DUE: Monday, Dec 13th, 2010 - IN CLASS 9:30am

This project is worth 20 points
1. The proposal document (2.5 points).
    This is described in a separate handout.
2. The game. (15 points)
    Required elements:
    i. Title screen.
    ii. In game instructions (could be on an instruction screen).
    iii. Multiple interacting objects
    iv. Animated objects (changing shape, not just position)
    v. A player controlled object.
    vi. Sound
    vii. Is the code well structured? (Include comments!!!)
    viii. Is the game well designed (goals, rewards, choice)?
    ix. Is the game fun? Why?
    x. Multiple levels, difficulty settings or modes of play?
    xi. Is the final game fully functional (playable even as a beta)?
    xii. Scoring? Victory conditions?

xiii. Is the game bug free?

xiv. Is there a clear implementation of at least one design pattern in the game? (Required on C++ or FLASH games)

xv. Are there either 3D elements, or realistic physics elements in the game (Required on C++ or FLASH games)

3. Your 1 page "project completion" document. (2.5 points)

   I. Layout

      i. Name, Date, Class at top of paper.
      ii. Single spaced paragraphs.
      iii. 12 point font.
      iv. 1 inch margins
      v. No more than 1/4 of the page used for graphics/images/screenshots

   II. Content

      i. Review of the game, and description of any way in which your game deviated from your proposal.
      ii. Description of any difficulties or problems you faced developing the game.
      iii. IF YOU WORKED IN A GROUP: Rating of each member of your team (including yourself) and how significant their contributions were to the development of the game in each of the areas (mechanics, dynamics, and aesthetics). Note: Rankings should total to 10. Example:

	Mechanics	Dynamics	Aesthetics
Bob	7	1	3
Carol	2	7	6
Steve	1	2	1

NOTE: In order to make it easier to grade, it would be helpful if it is possible to play through the game (and see all the great stuff you did) without becoming an expert at the game.