

big game project software development

Work with your group to develop the software for your big game project. Based on the GAME DESIGN (completed Nov 20), you should create a list of software components and assign each component to the members of your project group. See the BIG GAME PROJECT LAB 1 (from Thu Nov 8) for details on each of the elements listed below, as well as lecture notes from Tue Nov 13. Also refer to the Sample Task Template, distributed in class on Nov 20.

You can divide up the work in different ways. For example: one person could be responsible for the presentation (how everything looks), one person could be responsible for the interface (what the user does), and one person could be responsible for the behavior (of the game objects and game environment). Or, if your game has multiple levels, one person could be responsible for each level. No matter how you divide up the work, it is important to decide ahead of time who will do what.

Components:

- storyboards
 - design
 - sequence
- rules of play
 - definition
 - correlation to game objects/screens/levels
- game objects
 - definition
 - graphical design
 - behavior design
 - audio assets
- game loop
 - define screens/levels
 - connect to storyboard
 - connect to rules of play/scoring
- game play state machine
 - connect to rules of play/scoring
 - connect to game objects

Assets:

- screen designs (look)
- interface design (feel)
- 2D/3D models of game objects
- animation (if any)
- audio