cisc3660, fall 2012, BIG GAME PROJECT / prof sklar.

overview

The **BIG GAME PROJECT** for the semester will be a complete game, written in **Blender**.

The game project will incorporate multiple steps, to be completed over several weeks, as listed below:

- Lab 1 – Brainstorming (Thu Nov 8)
- Lab 2 – Project Proposal (Thu Nov 15)
- Lab 3 – Design Review (Tue Nov 20)
- Lab 4 – Software Development (Thu Nov 29)
- Lab 5 – Code Review (Tue Dec 4)
- Lab 6 – Play Testing (Thu Dec 6)
- Final Presentations and Game Demonstrations (Tue Dec 11)

grading rubric

The BIG GAME PROJECT will be worth **25 points**, i.e., **25%** of your term grade, distributed as follows:

component	*points*	*due date*
project proposal	2	nov 15
design review	3	nov 20
code review	3	dec 4
play testing	3	dec 6
final presentation	3	dec 11
game demonstration	8	dec 11
group assessment	3	dec 11
total	25	

group work

You will work on the project in a group of 3 (with 2 other classmates, assigned in class on Tue Nov 6). You will be given time in class to work with your group. You will also need to put in time outside of class working on your part of the project. Note that you will be required to submit *(individually!)* a **group assessment** form in which you rate your own efforts and those of your teammates.

technical requirements

Your game does not need to be completely new, but it must contain some unique and creative aspects. If you choose to build a version of an existing game, you must extend the game with some of your own features. **Your game must be a one-player game.**

Your game must include the following technical elements:

- a virtual world as the backdrop to the game
- real-time (dynamic) elements
- an avatar (controlled by the player) *(note: this could be a camera controlling the player's view of the world)*
- at least one non-player controlled character (NPC), which should be represented using a 3D model
- a scoring mechanism, which should be displayed to the player somehow...
- at least one sound effect