

ASSIGNMENT 5: FINAL PROJECT PROPOSAL

CS 248 Winter 2017-2018

Due Date: Monday, 5 March by 6:30pm

Proposal Requirements

Your assignment this week is to form your final group and develop a proposal for your final game. You will submit a document containing:

- The names of your group members (groups may have one to four members. Note that the complexity of the project you undertake should be proportional to the number of people in your group)
- A description of the main idea for your game, along with its core mechanics
- The technical aspects/challenges you will address in creating your game
- A rough breakdown of the tasks each group member will focus on¹

Unlike previous homeworks, there will be no in-person grading session for this assignment. Instead, one member from each group will need to email the group's document to cs248.staff@gmail.com by the due date (6:30pm on Monday, 5 March). Your document should be one to two pages long.

Final Project Requirements

The final project is largely open-ended, and is subject to only a few constraints:

- If your game is *not* a mobile game, it must be three-dimensional.
- If your game *is* a mobile game, it must make effective use of the mobile device's sensors (touch screen, accelerometer, etc.).
- Your project ought to have a foundation in the course material. For example, a text-based game or a plain card game are not acceptable. However, a card game that incorporates animations for movement and simulates explosions using particle systems would be an acceptable game.

The final projects will be ranked and graded by the teaching staff along with guest judges. While this process is inherently subjective, we will look at games according to specific criteria. It will be helpful to keep these points in mind as you plan out your game:

- Idea
 - best: the game has its own novel idea
 - ok: the game reproduces the main idea of other classic games
 - bad: the game has no clear idea or organization; it is just random elements glued together

¹This section need not be very detailed in your initial proposal. However, part of your final report will include detailing the contributions of each team member, so it is a good idea to begin considering the distribution of work early.

- Key Game Elements
 - best: the main character, enemies, obstacles, items, etc. are all well-designed
 - ok: the types of enemies, items, etc. are limited, making the game boring
 - bad: no variety in enemies, items, etc.
- Mechanics
 - best: the mechanics are designed to fulfill the goals of the game; they make the game intuitive and fun²
 - ok: basic mechanics are in place to accomplish the tasks of the game
 - bad: the mechanics make the game difficult to play
- Physics
 - best: utilize physics in some creative way to control the game, create effects, etc.
 - ok: use basic physics, collision detection, etc.
 - bad: do not use any physics
- Animation and Modeling
 - best: create your own models and/or animations from scratch; incorporate your animations naturally into your game
 - ok: use models/animations downloaded online (with proper attribution given in your final report)
 - bad: do not use any models or animations
- Aesthetics: Appearance and Sound Effects
 - best: incorporate a consistent art style into your game; use a variety of sound effects to improve the gameplay experience
 - ok: use sound effects in your game
 - bad: no sound effects; game appears to have inconsistent styles
- User Interface: where applicable, your game should incorporate menus, pause screens, etc.
- Performance: your game should be tuned such that it runs at a playable rate (without lagging, framerate issues, etc.) on the device you will use for your final presentation.
- Most importantly, the game should be *fun!* Ultimately, games are played by audiences that want to have fun. The technical content of a game matters little if the game itself isn't fun to play.

Note that the above criteria are guidelines; it may not make sense for your game to satisfy the “best” description for each item (e.g., it may not make sense for some types of puzzle games to have a main character).

²*Portal* is a great example of a game that uses a simple mechanic to create a wide variety of interesting puzzles.