CSC123 Milestone #4
Final Project

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1   Description

Milestone #4 is your final game deliverable. You will present your game to the class, demonstrate it, and write a 10-page paper discussing your design choices and implementation issues.

2   Presentation

You are going to present your final game design and implementation to the class in lecture or lab on Mar 10, depending on the time slot given to your group. You will have 25 minutes to do your presentation and game demonstration. I will enforce this deadline to ensure that all groups scheduled on that day have ample time to setup and present. Minimally, you should have:

- A PowerPoint (or equivalent) slide presentation. Your presentation should last 15 minutes and contain the following:

    - A description of your game:
        * Story
        * Player Rules
    - An explanation of how you achieved meaningful play in your game. You should discuss concepts from lecture, such as the core mechanic of your game, narrative elements, feedback loops, conditioning, etc. You should discuss how your design and implementation changed through iterative development.
    - (*Remember to look at the presentation tips I gave you for Milestone 1.*)

- A demonstration of your game. The demonstration must be kept between 5 and 10 minutes.

3   Paper

You will write a detailed, 10-page, single spaced, 12pt paper describing your game's design and implementation. Your paper must include the following sections:

1. Introduction

    (a) Give a user-level description of your game. This would be the type of description you would find in a game manual.

2. Design

    (a) Describe how your game achieves meaningful play. You should discuss how you applied/used many of the concepts learned in lecture. THIS SECTION WILL DETERMINE A SIGNIFICANT PORTION OF YOUR MILESTONE 4 GRADE.

3. Implementation

    (a) Organization: At a high level, how are the components of your game interrelated. You should include a figure of your games's organization.

    (b) Game Objects: Discuss the major objects in your game and how they are implemented. Give a general description of your actors and worlds.

    (c) Major Issues: In the implementation of your game, you probably came across a few problems that were particularly challenging to design solutions for. Mention those here.

4. Iterative Development

    (a) Discuss the iterative development process you went through.

    (b) How did your game evolve? Did you incorporate feedback from the playtesting phase?

    (c) Describe features that were dropped from your game due to playtesting.

5. Future Work

    (a) What features do you think would be interesting to investigate adding to your game?

    (b) If you had more time, what would you add to your game? More levels? Sub-goals?

6. Conclusion

    (a) A paragraph or two to reflect on the greatness of your game.

You will submit your paper using PolyLearn. Make sure only one group member submits the paper. *You MUST name your paper in the following way: "SecA_ GroupB_ MS4_ Paper.pdf (or .doc)". Make sure you replace the "A" with your actual section number and "B" with your actual group number!*

4   Game

Your game must be 100% complete. At this stage, it would be better to drop a feature that is not entirely implemented, then to include it. Your game will be posted on CalPoly's game development web site and on my website. You will *submit* your game and all other associated files using PolyLearn. Please zip all the files together before submitting. Make sure only one group member submits all the files for your game. *You MUST name your game in the following way: "SecA_ GroupB_ MS4_ Game.zip". Make sure you replace the "A" with your actual section number and "B" with your actual group number!*

Deliverables

You are responsible for the following:

1. Presenting your game and giving a small demonstration of it on either March 10, depending on the time assigned to your group.

2. You must also electronically submit your game, all other associated files, and your final paper (in pdf) on or before Dec 4 at midnight.

(a) Use PolyLearn to submit your files (as described in the sections above).

    i. Remember, only one team member will submit all the files for your group.

3. Finally, each member of the team must send me an email describing the contributions of the other team members. This is an individual effort, so I need a separate email from each team member.