

Rough rubric for first final project check in 4/25/07 = 15% done check in.

At this point in the teams, every team member should have done something! The distribution of work is likely not even at this point, but I do expect a report from each team member about his or her individual progress. Mostly at this point, I expect to see proto-typing of the basic game play (this means that those team members responsible for game play are likely needing to show the most work for this check-in). Your team may have multiple code bases to complete/test various aspects of the game at this point. Your team will need to use this early proto-type phase to evaluate, what is working and what needs to change in your plan. This early proto-type should also help you develop ideas about the graphics you will want to see in your final game. In general, you are highly encouraged to have at this point:

- A rough proto-type of the basic game-play elements of your game: This proto-type should include game characters rendered as simple primitives, a very simple proto-type world, and very basic game play (simplified character movement in world, simplified interaction with world).
- For all other aspects to be included in the final game (texturing/shaders/effects/animation/HUD/audio, etc.) Those developers will have to show some progress toward their final goal. Ideally, this means a proto-type (model/shader, etc.), however, these developers do not need to show working code for this check in, but need to show what research/proto-typing/investigating they have done into their final game contribution (this could be shown in terms of the beginning of a code base, tutorials they have identified, assets they have identified, etc.)

Rough rubric for second final project check in 5/9/07 = 45% done check in <Specific requirements for this check-in will change and be provided after the 1st check in!!!>

Again, at this point in the teams, every team member should have done something! The distribution of work is likely more even at this point, and again, I do expect a report from each team member about his or her individual progress. You must at this point have a decent proto-type of most aspects of your game. The proto-type will obviously be a simplified version of the game, but should give a decent idea of many aspects of the game play, characters and world. You are highly encouraged to have a single code base at this point, but in some cases may have separate projects to test various aspects. **This check-in will be class wide, with the entire class participating as the audience while your team demos its current proto-type and work.** In general, you are highly encouraged to have at this point:

- A good proto-type of your game
- For all other aspects to be included in the final game (texturing/shaders/effects/animation/HUD/audio, etc.) Those developers must show some example application of the game aspect they are responsible for.