For the remainder of the term, we will be working on milestones towards a final game project. Project teams will be 4-6 students each and may mix 410 and 510 students. Ultimately, the games will be expected to be highly stable and performant with at least five playable “levels” or “areas”, multiple types of game objects (e.g., enemies, powerups, consumables, collectables), consistent design (i.e., in terms of art, sound, levels, gameplay, etc), and appropriate tutorials. Grading will be primarily based on quantifiables in these areas and the general quality of each project relative to the others.

Art assets can either be created by your team or gathered from other sources, but your project should have a unique look and feel (i.e., not similar to any existing project or game). All code (i.e., custom scripts, shaders, etc) used in your project must be written by your team.

Please find a group by talking to your classmates or posting on Piazza. I recommend merging groups from Assignment 3, if possible. If that fails, please email me (eric@cs.uoregon.edu) by Monday, April 24th and I’ll randomly assign the remaining people to groups.

1. [70] Prepare an online document (Google doc, Paper doc, web page, etc) for your group including:

- (10) Project name and team members – these will be final for the remainder of the term once this document is submitted. Also identify a project manager for the team. This person will be ultimately responsible for your deliverables and for keeping the project on track (this counts as a specialization – see below).
- (10) A description of each team member’s intended role on the project. Everyone will be expected to contribute to basic game programming (including the project manager), but each member other than the project manager will also specialize in an area such as art design, sound design, level design, 3D modeling, rendering, AI, physics, economics, etc.
- (10) The task-management solution that you’ll be using to track your milestones. My suggestions are Asana, Jira, or Trac, though you’re free to use any solution that allows you to create and assign tasks. I’d recommend giving this a trial run by using it to track tasks related to this proposal!
- (20) A detailed description of the proposed proof of concept to be built and delivered by Friday, May 5th. Include concept art in the document, to the extent that this is possible and reasonable. Plan for the proof of concept to de-risk core game mechanics, but to only contain a single “level” or “area”. The goal of the proof of concept will be to gain confidence that the core mechanics will be possible to implement and that the game will be “fun”. ☺
• (20) A basic outline for how the game will be expanded to incorporate five “levels” or “areas”, multiple game objects, effects, tutorials, etc. Think specifically about replayability in your design – randomized levels, collectables, achievements, etc. Here’s a general outline of the upcoming deliverables:
  o Friday, May 5th: Proof-of-concept build containing core game mechanics and a single level comprised of placeholder assets.
  o Friday, May 19th: Alpha build containing five “levels” or “areas” and refinement of core mechanics, additional enemies, powerups, etc. Placeholder assets are still allowed and expected.
  o Friday, June 1st: Beta build containing additional refinement of core mechanics, additional enemies, powerups, etc., and a tutorial to explain the game to new players. Assets core to gameplay should be final at this point, though peripheral placeholder assets are still allowed and expected.
  o Monday, June 12th: A polished, polished, polished final build. 😊

2. [30] Give a ~3-minute presentation on your project in class on Monday, May 1st! Post any presentation materials to Piazza prior to the presentation. Ideally we’d be doing presentations on Friday, April 28th, but we have a special guest speaker that day!

3. [+10] Give the best overall presentation!

Have your project manager submit a link to your proposal document on Canvas (see Assignments section for submission link).