Spring ’20 CIS 410/510 Final build – 100/100 points – Due Friday, 6/5, 11:59 PM

The milestone structure for the remainder of the project will be as follows:

- Friday, June 5th: Final build containing final iteration of gameplay loop and progression, tutorials, additional “environmental” rewards, remaining bug fixes, UI polish, etc.

Art/sound 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. Exceptions may be made in cases where needed code is absolutely outside the scope of the course – see me.

There will be four deliverables for this build:

1. [20] Create a new Trello Kanban board to track tasks for this build – I recommend starting with the Engineering Kanban template. Create Kanban cards to represent all of the necessary tasks for the build. All tasks should be in columns that accurately reflect their status at the time the build is tagged (see below).

2. [40] Create a “final” tag in your Github repo. The game should build for the Unity WebGL Player with all necessary assets when we pull the tag from your repo. Grading will be based on:
   - Core gameplay loop and progression, specifically in terms of “fun factor” and ease of use.
   - Extent to which the tutorials convey intended mechanics.
   - Quality and completeness of the three playable environments, including effectiveness of difficulty scaling with respect to progression.
   - Overall “wow” factor, including consistency of art/sound design, UI polish, “environmental” rewards, etc.
   - Replayability mechanics (e.g., score, records, achievements, unlockables, etc).
   - Overall quality of the codebase.

3. [20] An online document (Google doc, Paper doc, web page, etc) for your team including:
   - (5) A description of each team member’s contribution to the build.
   - (5) Details regarding “environmental” rewards, tutorials, replayability mechanics, etc added after the beta build.
   - (5) A link to the Trello board used to track this build.
   - (5) A link to your Github repo for the project.
4. [20] Have at least one of your team members participate in “playtest day” on Friday, June 5th during normal lecture time (12-1:20 PM). We’ll tentatively plan to use the same format that we used for the PoC playtests - each team will need a link to their playable Final build (WebGL) and a Zoom room!

Have your product owner submit a link to your build document on Canvas (see Assignments section for submission link).