We will be working on milestones towards a final game project for the remainder of the term. Project teams will be 3 students each and may mix 410 and 510 students. Ultimately, the games will be expected to be highly stable and performant with a clear gameplay loop and progression (i.e., mechanics, duration, rewards, difficulty, and pacing), at least three playable environments (e.g., stages, biomes), consistent design (i.e., art, sound, environments, effects), and appropriate tutorials. Grading will be primarily based on quantifiables in these areas and the general quality of each project relative to the others.

Games will need to be created using the “3D” Unity template.

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 (e.g., custom scripts, shaders) 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. All code used as reference must be cited with links as comments in code.

Please find a group by talking to your classmates or posting on Piazza. I recommend merging groups from Assignment 2, if possible. If that fails (either because you’re looking for a group or for an additional group member), please email me (eric@cs.uoregon.edu) by Friday, April 17th and I’ll randomly assign the remaining people to groups.

1. [60] Prepare an online document (Google doc, Paper doc, web page, etc) for your team including:

   - (20) Project name and team members – these will be final for the remainder of the term once this document is submitted. Also identify roles for each team member. All team members will be expected to participate in game programming, environment building, etc, and each team will have a designated:
     - Product Owner - this person will be ultimately responsible for your deliverables, keeping the project on track, and making executive decisions.
     - Gameplay Designer - this person will hold the vision for the gameplay loop and progression, ensuring that all environments, gameplay elements, etc conform to this vision.
     - Asset Manager - this person will have ownership over sourcing art/sound assets and ensuring that they integrate into the game with a consistent sense of design.
   - (20) A detailed description of the proposed proof of concept to be built and delivered by Wednesday, April 29th. Include concept art in the document, to the extent that this is possible and reasonable. Plan for the proof of concept to de-risk the core gameplay
loop in a single placeholder environment using placeholder assets. The goal of this build will be to gain confidence that the gameplay loop will be possible to implement and will be “fun”. ☺

- (20) A basic outline for how the game will be expanded to incorporate progression, three playable environments, tutorials, etc. Here’s a general outline of the upcoming deliverables:
  - Wednesday, April 29th: Proof-of-concept build to de-risk the core gameplay loop in a single placeholder environment using placeholder assets.
  - Wednesday, May 13th: Alpha (vertical slice) build containing a refined gameplay loop (based on playtesting), basic progression, one complete playable environment.
  - Wednesday, May 27th: Beta build containing three complete playable environments, further refinement of gameplay loop and progression.
  - Friday, June 5th: Final build containing final iteration of gameplay loop and progression, tutorials, additional “environmental” rewards, remaining bug fixes, UI polish, etc.

2. [40] Give a ~3-minute presentation on your project in class on Wednesday, April 22nd! We’ll do this by taking turns sharing the screen in Zoom, so please be sure that one of your team members is ready to share your document!!

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