



Complete and Present Prototype

Project 6

Status report: Tuesday, October 5th

Due: Saturday, October 9th

Presentation: Tuesday, October 12th



Introduction

- Fourth in a series of related projects
 - Will (finally!) have a working game prototype (or at least some *playable* component)
- Focuses on
 - Playable aspects of the game
 - Make use of design, art and objects created in previous projects
 - Can create new art and objects, but not emphasis
 - Illustrate potential
- Using Flash



Motivation

- Game design
 - Mere words on paper
- Art
 - Merely eye candy
- Game logic
 - Clever programming
- All is for naught if you cannot design playable levels that illustrate the concepts and potential of your game



Overview

- Work in same group
- Use the *treatment* from Project 3
- Use the *art* from Project 4
- Use the *programming* from Project 5
- Evaluated based on
 - Playability
 - Documentation
 - Presentations



Details (1 of 3)

- Playable game
 - Final form depends on specific design
- Evaluated based integration and use of art and objects from projects 4 and 5
- Use as many or as few levels as needed
 - Ex: Strategy game maybe one carefully constructed battlefield
 - Ex: Puzzle game maybe several rooms showing different kinds or complexities of puzzles



Details (2 of 3)

- Title screen
 - Game name, perhaps "prototype" or "demo"
 - Attractive, well-presented
- Options
 - Probably the ones implemented in Project 5
- Directions, able to access in obvious manner
- Credits
 - List all members of your team
 - Must have credits for any external art/code/sound/music
 - Maybe other information (version number)
- Exact configuration, layout and use up to you
 - Ex: Splash screen of credits at start, followed by the title screen, then options
 - Ex: Title screen at start, leading straight into the game, with options accessible in-game, and credits displayed at exit

Details (3 of 3)

- Documentation
 - Names of your team members
 - Short description of your game (can be taken from treatment documents), including a list of features in the prototype (100 words or so)
 - Simple instructions for playing your prototype
 - Note, this *must* be in game someplace, too
- Brief (200-350 word) description
 - Relates your prototype back to your treatment
 - Core game goals met? Why/why not?
 - Deviations from treatment? Why?
 - Not postmortem, but could have similar elements
- Small image (200x150) and Description (100 words)
- As time allows, you may create additional artwork and game objects as needed.
 - Ex: Title-screen artwork, or a team logo might be a good addition

Submission

- Turnin (see Web page for instructions)
- Flash files (source and .swf)
- Documentation

Status Report

- Show what you have so far!
 - Provide name and high concept
 - Core mechanics
 - Initial level and objects
 - A description of what you're working on
 - Some work samples. Art, running code, screen shots, etc.
 - Summary of what still needs to be done
- About 5 minutes per group
- Organize and practice in advance!

Presentation

- Present final prototype
- Begin with introduction of team
- High concept of the game
 - Summary of major features and core ideas
- Most time spent demonstrating prototype
- *Every member of team should talk*
 - Arrange in advance who says what and when
 - Practice!
- Arrange technology in advance
- Total presentation time 7 minutes

Grading Guidelines

<u>Criteria</u>	<u>Weight</u>
Playable Game	75%
Status Report	5%
Documentation	10%
Presentation	10%