



IMGD 1001:

Project 7: Finished Prototype

Due: Monday, October 8th (in class)

Introduction

- Last in a series of related projects
 - Will (finally!) have a working game
- 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 GameMaker

Motivation

- Game design
 - Mere words on paper
- Art
 - Merely eye candy
- Game logic
 - Just 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 before
- ❑ Use the *art* from before
- ❑ Use the *game logic* from before
- ❑ Evaluated based on
 - Playability
 - Completeness
 - Options
 - Title screen
 - Credit screen
- ❑ Documents
 - Documentation (directions, etc.)
 - ❑ Small image (200x150) and Description (100 words)
 - ❑ Reflections on how treatment met (100-250 words)

Details (1 of 3)

- Playable game
 - Final form depends on specific design
- Evaluated based integration and use of art and objects from previous projects
- Use as many or as few GameMaker rooms 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 screen
 - As implemented in previous project
- Credits screen
 - List all members of your team
 - Other information (version number, or other art credits)
- (Maybe directions screen)
- Exact configuration and layout is 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 (GameMaker help, via F1, fine)
- Screen shot for advertising!
- 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
- As time allows, you may create additional artwork and game objects as needed.
 - Ex: Title-screen artwork, or a team logo

Grading Guidelines

Criteria

Weight

Playable Game

60%

Completeness

10%

Title Screen, Options, Help

10%

Credits Screen

5%

Document

15%

Submission

- ❑ Turnin (see Web page for instructions)
- ❑ GameMaker files
- ❑ Description Document
- ❑ ZIP everything up
- ❑ We need to be able to build and run your game!