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 document(s), 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

<table>
<thead>
<tr>
<th>Criteria</th>
<th>Weight</th>
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<tbody>
<tr>
<td>Playable Game</td>
<td>75%</td>
</tr>
<tr>
<td>Status Report</td>
<td>5%</td>
</tr>
<tr>
<td>Documentation</td>
<td>10%</td>
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<tr>
<td>Presentation</td>
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