GDD 325 Sprint 1 – Minimal Expectations

Due Dates: February 10 (team rules)

February 12 (Concept Options)

February 15 (sprint ends – Mockup and Presentation)

Overview

This is a minimal list of expectations. Doing the minimal will typically result in the grade of: C
Things that get better grades: Completion of extras, getting ahead of schedule, exemplary execution…

Details

Team Rules document (due before the sprint ends)
A separate assignment document provides details of what this should address.

Concept Options document (due before the sprint ends)
A separate assignment document provides details of what this should address.

Game Mockup
A separate assignment document provides details of what this should address.

Source Control
Setup and tested so all team members able to submit and checkout stuff.

Team Presentation (circa 10 minutes)

- Elevator pitch
- Purpose of game and relation to client
- Intended audience of your game and why they will play it (why fun?)
- Concept art showing options and selections
    - Show options for characters, environments and objects
    - Show color palettes, line style/width…
    - Show what was finally selected
- Game rules/mechanics
    - What can the player do, how, why
    - What 'wins' the game
    - A **<u>visual game mockup</u>** may help demonstrate these things (hmmm…)
- Code framework should be working (game layout with place holders)
    - Size of game screen (and resize-ability) should be in place/demonstrate-able
    - Asset loading wait screen (maybe need? or not? tested?)
    - Cut scene placeholders (maybe need? or not? tested?)
    - Intro menu screen with credits and play option
    - Play option should go to first 'level'
        - Have a 'pause' feature with exit or resume game option
        - Have a way to advance to next 'level' and then to end of game screen
        - End of game should have mockup of final feedback to player
    - Placeholder artwork and sound should be obvious
        - Image loading in place and working
            - Loading of spritesheets should be in place if needed

Teammate Evaluations
Each individual must turn evaluation on every other team member

Turn-In (to the appropriate D2L dropbox)

As a team:

- Team rules
- Concept work
- Mockup
- Presentation (pptx)
- Code framework zipped – html, javascript, css, images…

Individually:
Turn in teammate evaluations (each person on team, separate dropbox from above)