

GDD 325 Sprint 2 – Minimal Expectations

Due Date: February 29

*All items and details (dates, typo fixes...)
subject to change – always check with
instructors, and watch the deadlines for
dropboxes in D2L (Learn@UW-Stout)*

Overview

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

Details

Design Document

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

Team Presentation (circa 10 minutes)

- Remind audience of who you are and game pitch and purpose
- Mention version control and how it works for artists and programmers
 - Who is build manager? Who is testing manager?
- Sound, music, voice options? style?
- Show any artwork not in game
 - Identify what will be put in game and where/when
 - Identify any artwork taken out or no longer going into the game (and why)
 - Identify any concept art as concept art, explain why still working on concept art
 - What happened that requires changes or additions
- If demo is lacking ‘completeness’ do an updated walk through/reminder of the game
 - Revisit your updated **mockup** of what the game will look/behave like when done
 - Mockup sets the stage for actual game demo
 - High level mechanics, scoring, end game in mockup
 - Low level detail in the game demo
- Game demo
 - Run the game
 - Each team member talks about his/her contributions as it plays

Teammate Evaluations

Each individual must turn evaluation on every other team member

Turn-In

Turn in the presentation (pptx) to the appropriate D2L dropbox.

Turn in the mockup (if possible) else turn in a MP4 video of the mockup being demonstrated

Turn in game code zipped – html, javascript, css, images...

Turn in updated documents (pdf) – team rules, design doc...

Turn in concept artwork (if not already in the design doc... where it should be)

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