

GDD 325 Sprint 4 – Minimal Expectations

Due Date: April 4 – game trailer

April 22 – presentation, game files...

April 29 – cleanup and finalize

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

Final Version of Game

This is the last sprint. Your game should be completely done at the end of this sprint.

This is the product you will release to the world. All known bugs and problems should be fixed.

Game must be posted and working online.

- Final online **game URL**, submit to Game URL dropbox on D2L as a text file
- Final **Design Document** – all concept art, descriptions, flow charts... updated
- Final **Game** – includes a zip file of: all that is needed to **play** it
If you are unable to upload zip file to D2L due to size, a complete zip file **MUST** be downloadable from your URL → So upload a txt file to the appropriate D2L dropbox indicating if such is the case.
Zip file should minimally include:
 - Final **Game** – includes all html, css, js, images, sound... all files that are needed to play it
 - a **readme.txt** with 3 sections:
 - i. how to install/start the game
 - ii. the **elevator pitch**/description
as a short paragraph (4 to 10 sentences) that is for the game.
 - iii. the **credits** with the names of all the people who worked on the game
 - include credits as needed for 'free' things used
 - include the instructors (titled as producers unless otherwise agreed upon)these credits should match the credits screen of the game

Promotional Materials

- 8.5 x 11 **Poster** – with game name, main people on team, URL
- 8.5 x 11 **Poster for Game Launch**: above+'Game Launch'+date+time+location
- Final **Trailer** – 20 to 40 seconds, MP4 format
- Final **ICON**: 200x200, PNG format
 - Examples at: <http://gddgames.uwstout.edu/gdd/dev/src/index.php>
- Final **Advertising Blurb** (2 to 4 sentences)
- Fun things/handouts for Game Launch (potential bonus points)
 - Alternate size posters, business cards, handouts, flyers, CDs of game
 - Final **Box Art** – like for a DVD box case (with promo text and all that)
- Game Webpage (URL), submit game URL to D2L dropbox as a text file

Team Demo/Presentation (circa 10 minutes)

- Remind audience of who you are and game pitch and purpose (verbally)
 - All things should be working and in the game
 - No pptx should be needed, just demo the game
- Game should be online
- Game demo
 - Must have an MP4 video of the game being played
 - Can use the video and/or do a live run of the game
 - Each team member talks about his/her contributions as it plays
 - Should be prepared to show live (and online) version of the game if asked

Teammate Evaluations

Each individual must turn-in an evaluation on every other team member

IMPORTANT:

This is the FINAL peer evaluation. This one is more detailed than the previous sprints. It matches the one you did for the paired prototype teammate evaluations. Be certain to use the correct form.

Turn-In

To the appropriate D2L dropboxes:

Turn in promotional materials

Poster(s) should be as printable PDFs (with reasonable image dpi)

Turn in game website “code” zipped

Remember all the above, pay careful attention to the following:

Make sure paths in html links are relative, not explicit

Includes game code – html, javascript, css, images...

Should be able to open your game website locally with no internet connection

This, plus documentation, is your final product to give to the client

Turn in updated/final documents (design doc, posters...)

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