GDD 450 Sprint 1 – Minimal Expectations

Due Dates: October 5 (team rules)

October 9 (Concept Options)

October 12 (Mockup)

October 19 (Design Doc)

October 26 (sprint ends – 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 (the minimal)

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.

Design Document

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

Team Presentation (circa 10 minutes)

- Elevator pitch and game summary (include game name, and people working on it)
- Concept art showing definition of art to use == reference artwork for rest of game
  - Show/describe options for characters, environments and objects
  - Show/describe color palettes, line style/width…
  - Explicitly distinguish between considered option and final selection
- Game rules/mechanics
  - What can the player do, how, why
  - What 'wins' the game
  - A **visual game mockup** may help demonstrate these things (hmmm…)
- Code framework should be working (game layout with place holders)
- Game demo
  - Run the game
    - Each team member talks about his/her contributions as it plays
    - Intro menu screen with credits and play option
    - Play option should go to first 'level'
  - Placeholder artwork and sound should be obvious

Additional Items to Note:

Source Control (not explicitly due, but is required)
Setup and tested so all team members able to submit and checkout stuff

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

Turn-In (to the appropriate D2L dropbox, by the appropriate dates, updated stuff goes in sprint dropbox)

As a team:

- Team rules
- Concept work ← shows <u>options</u> on artwork
- Mockup
- Design Doc ← be sure the <u>selected</u> reference concept art is in this
- Presentation (pptx)
- Windows Game Executable (zipped with a readme file on how to "install and run")

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