

GDD 450 Sprint 2 – Minimal Expectations

Due Dates: November 9 (mp4)

November 16 (sprint ends – Presentation)

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 result in the grade of: C
Things that get better grades: Completion of extras, getting ahead of schedule, exemplary execution...

Details (the minimal)

MP4 Video Game Capture (due before the sprint ends)

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 (i.e. reference work for rest of game)
 - Should have been completed in last sprint, show updates if any
- Artwork not in game
 - Show art (even works in progress) if not in game
 - Particularly if they are videos for intro scenes, cut scenes, or endings
- Game rules/mechanics
 - Should be solid by now (as in done last sprint)
 - May want to recap with a visual game mockup
 - This is necessary if full game is not yet in the game demo
 - i.e. if endings are missing, some levels aren't in, mechanics not in...
- Game demo
 - Run the game
 - Each team member talks about his/her contributions as it plays
 - Cut scene placeholders (maybe need? or not? tested?)
 - Intro menu screen with credits, options, and play game
 - 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
 - Sound should be in with placeholders
 - With options to control volume, or disable entirely
 - Game Save (if any) should be working and testable
 - Networking (if any) should be working and testable
 - Placeholder artwork and sound should be obvious

Additional Items to Note:

Source Control (not explicitly due, but is required)

All code and artwork should be safely under version source control with weekly builds and backups

Design Document (not explicitly due, but if updated should be turned in)

Update if any additional reference art is completed and add to this

Likewise if naming conventions, directory structures, level layout, cutscenes... have been updated

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:

- MP4 demo of game state (due before sprint ends)
- Design Doc (if updated)
- 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)