

GDD 450 Sprint 3 – Minimal Expectations

Due Date: December 7

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 *(for the semester)*

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

This is the product that will be used to determine if it “makes the cut” for continued development.

- Final **Design Document** – all concept art, descriptions, flow charts... updated
- Final **Game** – includes a zip file of: all that is needed to **play** it
 - Zip file should minimally include:
 - Final **Game** – includes executable and 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

If you are unable to upload the zip file to D2L due to size,

a complete zip file MUST be downloadable from a game site URL.

→So upload a txt file to the appropriate D2L dropbox indicating such is the case and the URL.

Promotional Materials

- Small **Coming Soon Poster (pdf, 300 dpi)** – with game name, main people on team
 - 8.5 x 11 (portrait)
 - or 11 x 14 (portrait or landscape)
- Large **Coming Soon Poster (pdf, 300 dpi)** – with game name, main people on team
 - 24 x 36 (portrait)
 - or 27 x 40 (portrait)
- Game **ICON**: 200x200, PNG format
 - Examples at: <http://gddgames.uwstout.edu/gdd/dev/src/index.php>
- Game **Advertising Blurb** (2 to 4 sentences)
- Promo Video (if updated)
- Optional: Promo Website, may use a sub-page of an individual’s personal website

Suggest using **CMYK coloring** for poster development (Photoshop: Image->mode->CMYK) **and 300 dpi**. Vector based artwork might also prove useful, but not required.

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
 - pptx needed only for things not in the game,
 - should be able just demo the game (without pptx)
- 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 for presentation
 - Each team member talks about his/her contributions as it plays
 - Should be prepared to show live version of the game if asked

Teammate Evaluations

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

Turn-In

To the appropriate D2L dropboxes:

Turn in promotional materials

Turn in zipped game

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

Turn in presentation (pptx, if used)

Anything else listed above, or otherwise useful

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