

TGP 2281 Games Programming III (T2, 2010/2011) Game Project Guidelines



Outline

- Project Overview
- Important Details
- Project Reports
 - Part 1 – Game Proposal
 - Part 2 & 3 – Interim Progress
 - Part 4 – Final Project Submission & Demo
- Grading Criteria

Project Overview

As part of the main assessment of this course, you are to complete a game project, by **designing and creating an original PC/console game using XNA Game Studio**, with primary emphasis on showcasing interesting **game artificial intelligence (AI)** methods or ideas.

Important Details

- This project is an **individual** project.
- This project contributes **70%** of your **total course marks**, and it is **compulsory** to attempt this project.
- This project is divided into **4** parts, or **project checkpoints**. In each checkpoint, you are required to hand-up a portion of your project work, and/or do presentations or demos. The project will conclude in a special game presentation session, demo and Q&A session on **28 January 2011 (Week 14)**.

(A) Project Checkpoints, Grading & Penalties

- The project checkpoint breakdown, mark distribution (over 100 marks), and their respective deadlines are as summarised below:

Project Checkpoint	Marks (/100)	Deadline*
I) Game Proposal	15	Week 4 – 8 Nov (Mon)
II) Interim Progress #1	12.5	Week 8 – 17 Dec (Fri)
III) Interim Progress #2	12.5	Week 11 – 7 Jan (Fri)
IV) Final Project Presentation & Demo	60	Week 14 – 28 Jan (Fri)

**Tentative and subject to changes if necessary*

- Late handups for any project checkpoints will incur penalty at the examiner's discretion.
- Plagiarism/cheating** or **attempts to re-use old projects** done by other students will be given **0**, and automatically be given a **FAIL (F)** grade for this subject.

- The use of graphics, sprite sets, algorithm/AI libraries from various sources **WITHOUT PROPER CITATION** and understanding of the matter of interest, may be **PENALIZED**.

(B) Resources & Material

- You are strongly discouraged from using online tutorials, or game templates, directly as your project deliverable.
- You are discouraged from re-using art/sound assets used in class materials as it will result in lesser reward for effort and creativity (even if it is just simple modifications to suit your need). Originality in the creation of these project assets (sprites, tiles, etc.) is highly encouraged.
- The use of art/sound assets from public domain or various free sources is acceptable. However, proper citation of sources should be done should you use them.
- Similarly, if you had used any algorithm/AI library for your project, please cite the sources. It is unethical if you do not.

Project Reports

Each part of the project will include a **deliverable report**. These reports are to be neatly typewritten on standard A4 size paper.

Source codes and code snippets (if any) should be typed using fixed-width font such as `Courier New`, `Lucida Console` or `Consolas`.

There is no suggested format for the reports. You have a free hand in presenting your project reports in the style of your choice. However, please make use of the guidelines for each checkpoint shown below to know what you should include in the respective reports.

Please note that all reports should be professionally prepared, grammatically sound, illustrative of your efforts and progress, and easy to understand. A good design effort can easily be hampered by poor communication or documentation of what was done.

Part 1 – Game Proposal (15 marks)

Game Proposal and Presentation

Components of your game proposal report:

- 1) Description of Your Game (and Concept):** Describe your proposed game in detail, with some background and overview to its main concepts and idea behind it. Most importantly, stress on the AI concept and mechanisms that you plan to adopt in your game.

You may include your storyboard (if your game has one), and preliminary sketches (pencil/pen are fine) on your proposed game layout, level and characters. Beautiful art is not necessary. 😊

- 2) Assessment (Set up a design worldview):**

- a. What will be the main strength of your game, in terms of design and AI?
- b. What is cool about your game?
- c. Who are your target audience?
- d. What are some possible challenges that you think you may encounter later?

Hand up your game proposal report on **8 Nov (Monday) at 2.00pm**.

Components of your proposal presentation:

Please come to class prepared to give a 10-minute presentation on your proposed game. Please prepare slides to accompany your presentation. Keep to the time limit of the presentation. You will be cut off if you take too long! Be prepared to defend your proposal.

Note: In order to proceed to Part 2, **your game proposal must be approved**. Proposals that are rejected or require further improvements have to be resubmitted again within 1 week for another round of approval.

Parts 2 & 3 – Interim Progress #1 & #2 (12.5 + 12.5 marks)

Interim Report and Progress Demo

There are 2 Interim Progress checkpoints:

- Interim Progress #1 – to be held in Week 8, **17 December (Friday)**.
- Interim Progress #2 – to be held in Week 11, **7 January (Friday)**.

For each interim progress checkpoint, you have to prepare

- A demo of your work so far (not a presentation). You may be asked questions relating to your progress.
- A VERY short report or “progress log”, describing your progress. You may use the following guide:
 - ❖ Describe what you have done so far and how much % completion is your project.
 - ❖ Describe the implementation challenges that you faced, any design revisions that you have made to your game since your earlier proposal, or any changes to your final product target. If needed, elaborate on the reasons behind these revisions and changes.
 - ❖ Screenshots and/or sketches are welcomed, if any.

Part 4 – Final Project Submission + Presentation (60 marks)

Final Project Deliverables

Final project submission and presentation is scheduled on **28 January (Friday)** during usual class session and this is also your **project deadline** as well. The **Final Report** and **Program CD** are to be submitted, and you are to give a **Presentation and Game Demo** on your project.

1) Presentation & Demo

Give a presentation on your project. Please prepare some good slides to help your presentation flow. You will decide on the content of what you want to talk about 😊. After which, you are to demonstrate your game.

You may be directed some questions by the examiner during the Q&A session, after which it will also be opened to the audience for comments, views and questions. You are encouraged to answer the questions posed to you honestly and professionally.

2) Final Report

Each project should turn in **ONE** final report. Your final report should include the following:

- An introduction and overview of your game
- Game design specifications (character/level/layout designs)
- Technical design specifications (detailed explanation on core techniques and game AI algorithms implemented in your game)
- Game development assessment & issues (see list below)
- A brief user manual on how to play the game

Your final report should address the following **game development issues**:

- What you are most proud of about your game,
- What changes you made to your original game design plan for
 - technical reasons and why,
 - playability reasons and why
- What you would do next if you had more time, and
- What you would do differently next time.

Include screenshots of your game for better illustration of your points.

3) Program CD

Each project is expected to submit a Program CD together with the report. The CD should contain the following items in folders with names specified in brackets (and *italics*) below:

- **Reports**, containing a compilation of all your previous reports - Proposal Report, Interim Reports, Final Report (*reports*)
- **Project folder**, containing complete project source codes, other resource files, etc. (*program*)
- You may also include other miscellaneous materials that you have used, or referred to. (*misc*)

Grading Criteria

In this project, your work will be graded based on the following criteria:

- Overall final game product (from the perspective of a gamer/user)
- Technical accomplishment – especially in Game AI
- Interactivity and user interface (UI)
- Completeness of your game features
- Creativity
- Quality of report writing
- Presentation skills
- General Effort

You will be informed of the breakdown of marks as each submission approaches.

----- End of project guideline -----